

FINAL FANTASY® V
Advance

THE OFFICIAL GUIDE FROM **NINTENDO POWER**

GAME BOY ADVANCE



FINAL FANTASY® V

A D V A N C E

THE OFFICIAL
Nintendo®
PLAYER'S GUIDE



ire, Water, Wind, Earth. For its peace and prosperity the world owes thanks to the power of these crystals. However, that power is nearing its limit. Not far off is the day when the wind slows, the water stills, and the earth trembles and quakes—and yet, everyone remains blissfully unaware, and the grave secret hidden within the crystals remains untold. . . .



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Game Controls



FINAL FANTASY V Advance is a massive role-playing adventure that you can enjoy on the Game Boy Advance, Game Boy Advance SP (shown below), Nintendo DS, and DS Lite game systems. If you've played other titles in the FINAL FANTASY series,

nothing on this page will come as a shock to you. But FINAL FANTASY V Advance does have a few quirks, especially in regards to operating vehicles (covered on the following page). This page details the basic functions of each button—both in and out of battle—and provides a couple of other tips regarding game control.



L BUTTON

The main use of the L Button is to cycle through characters while on the menu screen. In battle, pressing L and R simultaneously causes your party to attempt an escape.

CONTROL PAD

The Control Pad's uses are very intuitive. It lets you move your character, scroll through menus, and select an enemy or in battle. (You can select multiple enemies by pressing right or left away from the enemy group.)

RESET

Press A, B, Start, and Select simultaneously to reset your game. This is made to be difficult because it is not an ideal way to turn off the game system—that's what the power switch is for.

R BUTTON

The R Button lets you cycle through characters while on the menu screen. In battle, pressing L and R simultaneously causes your party to attempt an escape.

A BUTTON

If you're not sure which button to press, the A Button is a good place to start. It lets you check locations, talk to others, select menu options, mount and dismount vehicles, and more.

B BUTTON

The B Button is sort of the opposite of the A Button—its main uses are to cancel commands and back out of menus. Holding B while moving your character causes him to run.

START BUTTON

Pressing Start outside of battle gives you access to the game's menu system. Inside of battle, pressing the Start Button pauses the game—useful when trying to decide on an attack.

Get a Move On

In a town or a dungeon, you can double the speed of your character's movement by pressing the B Button while you move. If you long to go even faster, you can—simply assign a character in your party to the Thief job class. A Thief has an inherent Sprint ability, which allows you to move at quadruple your walking speed while pressing B. And once your Thief's job level reaches three, he can change classes but retain the Sprint ability, keeping your party at full speed without a Thief.



The Sprint ability doesn't work everywhere. When escaping from Karnak castle, for instance, Sprint will be disabled due to the area's time limit.

Battle Shortcuts

When engaged in battle, you'll use the cursor to scroll through your menu commands. But because the battles are time-sensitive, you can change your command settings so that each of a character's four battle commands are mapped to a direction on the cursor, making them only a button press away. Simply press Start outside of battle to enter your main menu, select Config, then scroll down to Command Settings and change the setting from Standard to Shortcut.



While battling in Standard mode, you press right on the cursor for the Defend option and left for the Row option. In Shortcut mode (seen above), the two options are mapped to the R Button and the L Button, respectively.

Fantasy World



uch like the real world, the FINAL FANTASY V Advance world abides by certain rules. These rules can affect every aspect of the game, from traveling and interacting with others to exploring dungeons and

fighting monsters. Before embarking on your journey, get to know the basics of the game's world. The tips below will give you an idea of what to expect.

Crystals and Crystal Fragments

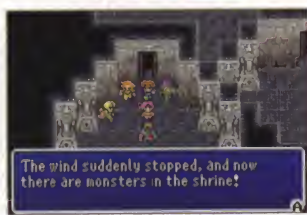
You can't understand the game's world until you grasp the significance of the crystals. There are four crystals—Earth, Fire, Wind, and Water—each housed in a shrine. The world relies on the mysterious elemental power of these crystals, but due to recent abuse of the power, the crystals have begun to shatter one by one, putting the world in grave danger.



As you witness the destruction of each crystal, you can collect the shards that it leaves behind. Each crystal shard you obtain will lend you its power in the form of a new job class (see page 16 for a breakdown of the jobs).

TRIGGERING AN EVENT

Talking to people in the game serves more than just an anecdotal purpose. Sometimes you'll learn vital information, which can even trigger an event that ultimately leads you to your next destination. If you're stuck, often it's because you haven't spoken with the right person.



DUNGEON-CRAWLING

Most quests that your party embarks on lead to a dungeon. Dungeons are where you'll acquire your most valuable items and face your toughest enemies. Though dungeons are the most difficult portions of a journey, it's wise to search them thoroughly.



GREETINGS AND FAREWELLS

Though FINAL FANTASY V Advance has a fairly stable party lineup compared to most games in the series, characters do join and leave your party. These changes are always pivotal to the plot, and must take place for the story to proceed.



Explore in Style

Often an environmental object such as a mountain or body of water halts your progress. Usually, this means that you need a new mode of transportation to pass. Listed below are the different forms of travel available at various points in the game.



CHOCOBO

Though you'll start the game with Bartz's Chocobo, Boko, you'll soon end up on foot and missing the little guy. Chocobos can not only move quickly across land and forest to avoid monster encounters—they can travel freely over rivers, as well. Mountains and larger bodies of water are where they draw the line.



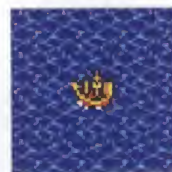
BLACK CHOCOBO

The rare Black Chocobo is much more mobile than its yellow cousin due to its ability to fly. The only environment it cannot fly over is a high mountain peak (signified by a snowcap)—everything else is fair game. But the creature has a weakness, too: it can land only in a forest area.



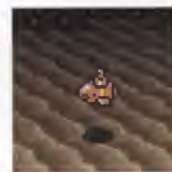
WIND DRAKE

This loyal creature will fly your party across the world, but not high enough to travel over mountains. A Wind Drake can set down on any land, with the exception of forest areas.



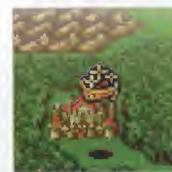
SHIP

Your first vessel will be Faris's pirate ship, which will give you access to the high seas. The ship moves quickly through the ocean water, and can dock at any shore.



FIRE-POWERED SHIP

The fire-powered ship will take many forms throughout the game. By the end, it will be capable of transforming from an airship to a submarine. To access the ocean depths, press the A Button while on the surface to descend.



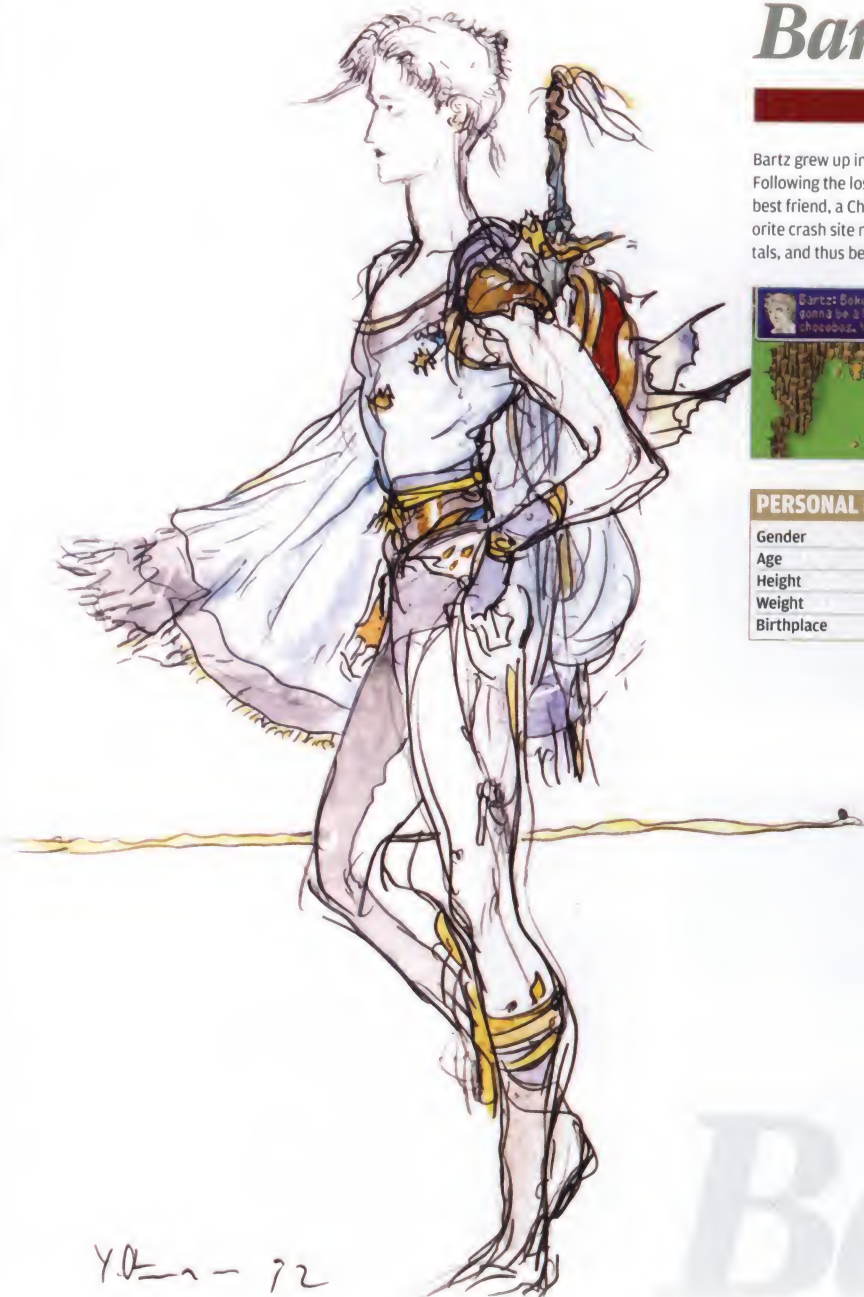
AIRSHIP

When you first acquire the airship, you can use it for both air and sea travel. After the ship is modified with Adamantite, you can press the A Button while flying to ascend higher or descend to the water.

Cast of Characters

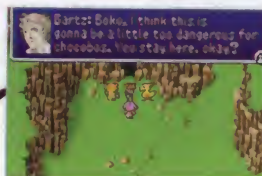
FINAL FANTASY V Advance is full of characters both good and evil, but only five individuals will join and leave your party over the course of the adventure. Each one has a mysterious past, which you will discover during your long journey. In addition to

having distinct personalities, the five are incredibly customizable due to the game's robust jobs and abilities system. The following pages will give you a brief overview of the main characters, as well as the secondary characters that will be an integral part of the saga.



Bartz

Bartz grew up in the secluded town of Lix, and didn't have many friends. Following the loss of his parents, he began traveling the countryside with his best friend, a Chocobo named Boko. After being mysteriously drawn to a meteorite crash site near Castle Tycoon, the young man feels the calling of the crystals, and thus begins a great adventure that will span multiple worlds.



PERSONAL DATA

Gender	Male
Age	20
Height	176cm
Weight	58kg
Birthplace	Lix

STARTING STATS

Level	1
HP	36
MP	5
Strength	28
Agility	25
Stamina	27
Magic	25
Attack	15
Defense	1
Evasion	0%
Magic Defense	1
Equipment	Broadsword Leather Armor

Lenna



Lenna

Long ago, Princess Lenna of Tycoon lost her mother. Since then, she has devoted her life to following in the footsteps of her father the king, and protecting the people of his kingdom. When King Tycoon senses trouble and sets off for the Wind Shrine, Lenna follows him, only to be trapped by a fallen meteorite. It is at the crash site that she meets Bartz, and her true quest begins.



PERSONAL DATA

GENDER	Female
AGE	19
HEIGHT	161cm
WEIGHT	45kg
BIRTHPLACE	Tycoon

STARTING STATS

LEVEL	1
HP	35
MP	5
STRENGTH	25
AGILITY	26
STAMINA	25
MAGIC	28
ATTACK	7
DEFENSE	1
EVASION	0%
MAGIC DEFENSE	1
EQUIPMENT	Knife Leather Armor



Krile

You'll first meet Krile when she's the young granddaughter in Galuf's hazy memories. But in reality, Krile lives far away, at the Castle of Bal. Her friendly demeanor and ability to communicate with animals help her form a strong bond with your party; late in the game, she will become a party member.



PERSONAL DATA

Gender	Female
Age	14
Height	154cm
Weight	40kg
Birthplace	Bal

Note: Krile's starting stats depend entirely on Galuf's stats, as she will inherit them when she joins your party.

Krile

Cid & Mid



Cid the engineer has fallen on hard times because of his accidental involvement in the destruction of the crystals. His technical expertise will make him a great help to you. Cid's grandson, Mid, always has his nose in a book, and hopes to one day be an engineer on par with his grandfather.



Syldra



Long ago, Faris risked her life to rescue Syldra, a giant creature of the sea. Since then, Syldra and Faris have been close friends—so close that Syldra acts as the engine for Faris's pirate ship after the wind dies.

Exdeath

Once sealed deep within the Great Forest of Moore, Exdeath is the incarnation of many evils. This mighty creature is hellbent on power and destruction, and will stop at nothing to see his demonic plan through to the end.

Gilgamesh

The right-hand man to Exdeath, Gilgamesh often finds himself taking on the role of errand boy. He is promised great power from his master, though it remains to be seen if Exdeath will make good on his pledge.



King Tycoon

A father of two and revered leader of his people, King Tycoon seeks peace across the land. But when the wind suddenly dies, the king knows that trouble is afoot. He sets off to the Wind Shrine on the back of his trusty Wind Drake, Hiryu.



Field Menu



Change jobs and abilities on the fly. Organize the multitude of items you'll find throughout the game. Customize your overall game experience. These are just some of the things you can do on the field menu. The menu (which you can access any time except

during battle) is where you prepare for battles to come. There's a lot of data to keep track of, and many effective menu features are easy to overlook. Use the guidelines on the following two pages to learn the ins and outs of the menu system.

Job

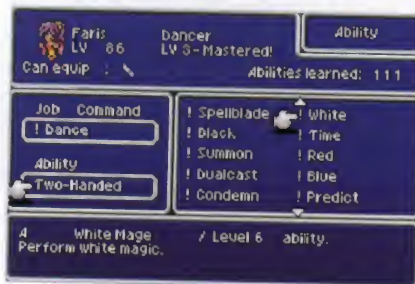
Each time you find a crystal fragment, a new job will become available. Access the Job menu to change any party member's job at almost any time (other than during battle), and to see how far each character has progressed in each job class. To compare party members' progress across a single job class, select the job then press L or R to scroll through characters.



As you browse through the available jobs, note the statistics on the bottom of the screen. If a character changes jobs, he'll retain his progress in other categories. Three stars over an icon's head means the character has mastered that particular job.

Ability

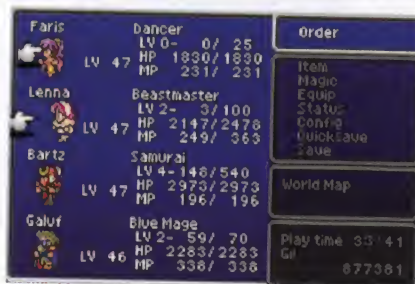
Abilities can be changed at any time outside of battle. Each character will have his own set of abilities to choose from, based on which ones he's learned. There are around 100 abilities in the game, and characters can learn them by subscribing to particular job classes for a given time. With some hard work, a party member could learn every one.



An ability that has an exclamation point next to it is a command ability—meaning it will show up as a command during battle. Non-command abilities are always active. See page 14 for more on command abilities.

Order

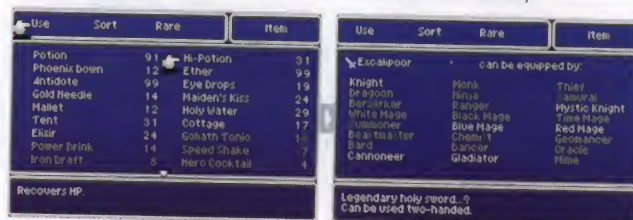
The order in which your party members appear in the menu is the same order in which they will appear in battle. To change this order, simply press left from the main menu, select a character with the A Button, then select their new position. The character at the top of the menu will represent your party outside of battle as the visible character.



You can also change which row a character will be in while battling: just tap the A Button twice. As a general rule, it's wise to keep less-resilient characters in the back row to decrease the amount of damage taken.

Item

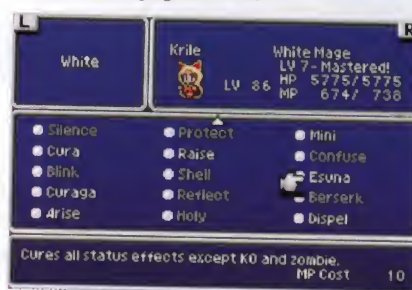
Each time you find an item, it will show up in the Item menu. If an item can be used directly from the menu, it will be highlighted in white. (If an item is currently equipped to a character, it will not be on the list.) To use a highlighted item, press A to select it, then press A again to use it. The item list can be sorted both manually and automatically.



Scrolling through the list of items, you can see a brief description for each at the bottom of the screen. For equippable items, press A twice to view a list of compatible job classes.

Magic

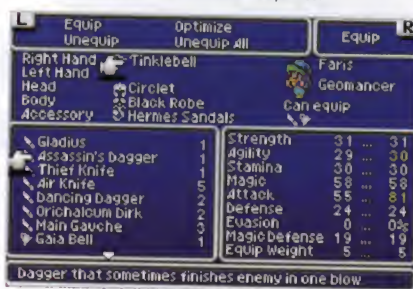
There are seven categories of magic. To view your party's available magic, select Magic from the main menu, then select a character and category. If the selected character is capable of using a particular magic type outside of battle and has enough Magic Points to do so, the spell will be highlighted in white.



Magic spells are shared by your entire party, so you need only one of each spell. As long as a character knows the proper ability and has enough Magic Points, that character can use any type of magic.

Equip

The Equip menu option is your tool for experimenting with weapon and armor combinations for each character. If the selected character is compatible with a piece of equipment, it will show up on the list as being equippable. A character's job and abilities determine his compatibility with weapon and armor pieces.



While the list on the left displays compatible equipment, the statistics to the right show how each piece of equipment compares to the item that is currently equipped. Yellow numbers signify an increase in stats, and red numbers signify a decrease.

Status

Though you'll see your party members' basic stats on the main menu, you can check each member's detailed stats on the Status menu. Press L or R to switch characters, and press A to view weapon information.



HP

Hit Points represent a character's life—if the number reaches zero, you're KO'd.

MP

MP represents the number of Magic Points a character has available.

STRENGTH

The Strength stat represents a character's attack strength in battle.

AGILITY

Agility affects how frequently a character can attack.

STAMINA

Stamina influences the amount of damage suffered from enemy attacks.

MAGIC

Magic represents the strength of a character's magic attacks.

ATTACK

Attack represents a character's physical power with a weapon.

DEFENSE

The Defense stat determines a character's defense against physical attacks.

EVASION

The higher a character's Evasion stat, the more likely he is to dodge an attack.

MAGIC DEFENSE

Magic Defense represents a character's defense against magic attacks.

Config

You can adjust many aspects of the game in the Config menu. The Config menu is one of two ways to access the bestiary—a feature exclusive to this version of the game.



BATTLE MODE

Wait means that time stops while you're selecting an attack, and Active means that time flows continuously during battle.

BATTLE SPEED

Battle speed (which defaults at three out of six) sets the speed at which each battle will progress.

BATTLE MESSAGE

This option determines how long text will appear on the screen when a character speaks during battle.

COMMAND SETTINGS

Here you can choose between two configurations—a standard list or a shortcut mode—for the battle menu.

ATB GAUGE

This option turns the Active-Time Battle gauge (which shows how frequently a party member can attack) on or off. See page 14 for more details on the Active-Time Battle gauge.

REEQUIP

The Reequip setting determines whether weapons and armor will be optimized after a character changes jobs or abilities.

CURSOR POSITION

If you set Cursor Position to Remember, the cursor will appear on the same battle command each round for that character.

AUTO-DASH

If Auto-Dash is set to On, you won't need to press B to dash. This can be dangerous in certain areas.

WINDOW COLOR

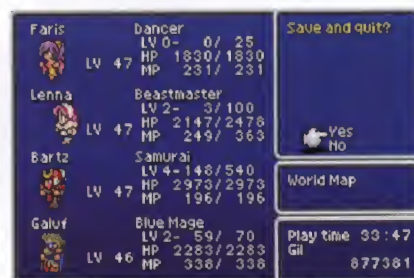
Though they default to blue, you can adjust the colors of the game's windows here.

BESTIARY

Selecting Bestiary will give you a detailed list of every monster you've encountered thus far.

Quicksave

If you need to stop playing but can't find a proper save spot in the game, select the Quicksave option from the main menu. This will allow you to save your game anywhere. But the save file is temporary—once you access it again, it is discarded. This means that if you die in battle or load a game from a save file, the Quicksave data will be lost.



You must quit playing for the quicksave to take effect. To save and continue, you have to find a save spot in the game.



When you quicksave, a continue option will show up on the title screen the next time you turn on the game. Once you access it, the Quicksave file will be deleted.

Save

The Save option becomes accessible only when you're on the overworld map or when your party is standing over a save spot. While in a dungeon, you should save every time you find a save spot. There are four save slots available, each displaying overall party information at the time of the save.



If all your save slots are full, press left or right to scroll through them, then select one to overwrite it.



Glowing spots on dungeon floors are save spots, where you can save your game and use a Tent or Cottage.

Battle Menu



Whereas the field menu is where you'll prepare for a fight, the battle menu is your tool during the fight. The battle menu is incredibly deep, and its functions will even change from character to character, depend-

ing on which abilities are assigned. (To learn about specific abilities that can alter a character's battle menu, consult the Jobs and Abilities section beginning on page 16.) These pages cover the basics of the battle menu, and present tips for using the menu effectively.



As soon as a character's Active-Time Battle gauge reaches full strength, the battle menu will appear at the bottom of the screen.

Basic Commands

Every character can access five basic commands from the battle menu. The only exception to this rule is the Mime job class, which can replace the Attack and Item commands with other abilities.

ATTACK

This option will cause your party member to attack with his equipped weapon (or bare hands, if no weapon is equipped).

ITEM

The Item command will give your party member access to the inventory during battle.

RUN

The Run command (initiated by pressing L and R simultaneously) will cause your party to flee from battle.

DEFEND

Press right on the Control Pad (or the R Button in Shortcut mode) to access the Defend command, which will cause your party member to take a defensive stance.

ROW

Press left on the Control Pad (or the L Button in Shortcut mode) to access the Row command, which will move the character from the front row to the back row, or vice versa.

Command Abilities

As you experiment with the game's jobs and abilities system, you'll have access to command abilities that will alter a character's battle menu significantly. Some command abilities are inherent to a specific job, but others must be learned and then assigned.



Certain abilities will show up in a character's command menu as soon as you assign them a job. The White ability, for example, is available immediately for any White Mage.

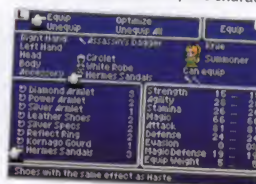


As soon as a character learns a command ability, you can assign it no matter what the character's job is. The ability will then appear in the character's battle menu.



Active-Time Battle

Though turn-based, battles in FINAL FANTASY V Advance use an "active time" system—meaning a certain amount of time must elapse between a character's attacks (that time is determined by the ATB gauge). The higher a character's Agility, the faster the gauge will fill and the more frequently the character can attack.



Some equipment can increase a character's Agility, allowing the character to attack more often.

Manipulating Time

Though the "active time" system is always on during battle, it can be altered. A Time Mage (or a character with the Time ability) can learn spells that can manipulate the flow of time in battle in various ways.



The Haste spell increases the rate of the ATB gauge, and the Return spell can reset a battle gone wrong.

Weapon Attacks

Using a weapon to attack an enemy is the most basic of battle commands. The strength of an attack, as well as the likelihood that it will connect with the enemy, will vary greatly depending on a number of variables (such as the character's stats or row position).



Most weapons are more effective if the character wielding them is in the front row, but some (bows, for instance) are not affected by the character's row position.



You'll usually attack enemies, but you also have the option to attack allies. This can be effective if a character is under the Confuse spell—attack him to make him snap out of it.

Magic Attacks

Attacking with magic is far more complex than attacking with weapons, as there are many types to choose from. To cast a spell, your character must have a magic command ability (such as White or Black). Each use of a spell consumes some of the user's MP.



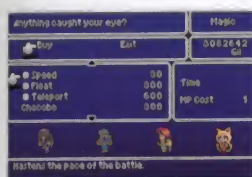
Every spell has an attribute. To learn which spells will be effective against which monsters, use the Scan ability (or check the monster's stats in the bestiary).



Some magic can be cast on only one enemy at a time, but most magic can affect every enemy if you so choose. To select all enemies, use the Control Pad to scroll to the enemies' back row, then press toward the back row one more time.

Obtaining Magic Spells

There are many ways to get your hands on spells. Unlike in other FINAL FANTASY games, you need to own only one version of each spell—once it's yours, any party member with the appropriate ability can use the spell.



BUY THEM AT A SHOP

Most White-, Black-, and Time-magic spells can be purchased at magic shops in various towns.



LEARN THEM IN BATTLE

You must learn Blue magic from enemies during battle. A Blue Mage (or someone with the Learning ability) must be struck by the spell, and the battle must be completed to learn a spell. But once you learn it, it's yours forever.



FIND THEM HIDDEN

You'll obtain some spells simply by checking the right area or talking to the right person. Most songs are learned in this way.

Monsters' Loot

At the end of most successful battles, you'll be rewarded with an item. However, many monsters have a second item in their inventory that will be lost if you don't attempt to steal it. To know what items a specific monster has in its possession, check the monster's type in the bestiary.



DROPPED ITEMS

Most monsters will drop an item after battle, and you will pick it up automatically.



STOLEN ITEMS

Some monsters have an additional item that you can obtain only by using the Steal command (learned by a Thief).

Healing Power

As you battle, you're bound to get hurt. Healing is a very important aspect of the game, and there are various ways to heal your party's wounds both in and out of battle.



HEALING WITH MAGIC

The most common way to heal a character (or characters) is to use White-magic spell Cure. Later in the game, you'll acquire the stronger spells Cura and Curaga, as well as additional healing spells.



INNS AND HEALING WATER

The cheapest way to restore your party to perfect health is to rest at an inn. Throughout the game, you'll also find healing water that will have the same effect.



USING A TENT OR COTTAGE

Tents and Cottages will restore only HP and MP. You can use either item anywhere on the over-world map, or at a save point in a dungeon.

Status Conditions

Various status conditions can affect both you and your enemies in battle. Some conditions are good (such as Protect), and others are bad (such as Petrify). Most negative status conditions can be cured by using the appropriate item in battle, or by casting the White-magic spell Esuna. The chart below contains a complete list of negative status conditions.



CONDITION	EFFECT	TO HEAL
Aging	Victim's stats gradually decrease	Esuna
Berserk	Victim's Attack increases with loss of control	Dispel
Confuse	Victim turns on allies and himself	Esuna or attack
Darkness	Victim's accuracy falls	Esuna or Eye Drops
KO'd	Victim becomes unconscious	Raise or Phoenix Down
Mini	Victim's Attack and Defense fall dramatically	Esuna, Mini, or Mallet
Paralyze	Victim becomes unable to move	Esuna
Petrify	Victim turns to stone	Esuna or Gold Needle
Poison	Victim's HP decreases each turn	Esuna, Poisons, or Antidote
Sap	Victim's HP gradually decreases	Esuna
Silence	Victim can't use magic	Esuna
Sleep	Victim falls asleep	Esuna or attack
Toad	Victim's Attack and Defense fall dramatically; victim can cast only the spell Toad	Esuna, Toad, or Maiden's Kiss
Zombie	Victim becomes undead, turns on allies	Holy Water

Jobs and Abilities



Jobs and abilities are the bread and butter of FINAL FANTASY V Advance, and you're given an unprecedented amount of control over the system. As you find jobs throughout the game and begin assigning party members to them, your party's performance will be

affected drastically. With 26 jobs to find and about 100 abilities to learn, you'll need to have a handle on the system to survive. Here are some general tips that will help you bend the jobs and abilities system to your will, and craft a powerful, well-balanced party.

Changing Jobs

Unless a character is in battle or KO'd, you can change the character's job. Experimenting with jobs is not only one of the most fun aspects of the game—it is necessary. Different situations require different skills, and the more you change a character's job, the more skills the character will have at his disposal.

Status Adjustments

Every job in the game has strengths and weaknesses. Each time you change a character from one job to another, his statistics will be adjusted to reflect the strengths and weaknesses of the new job.

Lenna		Status	
Knight LV 6 - Mastered!			
LV 64	HP 3876 / 5293	Current EXP: 1746499	For next level: 48098
MP 2207 / 274		Abilities learned: 100	
Strength ... 48	Agility ... 27	Stamina ... 45	Magic ... 14
Attack ... 198	Defense ... 49	Evasion ... 0%	Magic Defense ... 5
Command		<input type="checkbox"/> Attack <input type="checkbox"/> Guard <input type="checkbox"/> Two-Handed <input type="checkbox"/> Items	
		More	

When you change a character to a Knight, he will have the benefit of high Strength and Stamina, countered by low Agility and Magic.

Krile		Status	
Black Mage LV 7 - Mastered!			
LV 64	HP 3344 / 3712	Current EXP: 1738777	For next level: 55820
MP 1337 / 537		Abilities learned: 100	
Strength ... 16	Agility ... 28	Stamina ... 27	Magic ... 68
Attack ... 0	Defense ... 34	Evasion ... 0%	Magic Defense ... 26
Command		<input type="checkbox"/> Black <input type="checkbox"/> White <input type="checkbox"/> Items	
		More	

Black Mages, on the other hand, have a very high Magic stat, but low Strength and Stamina.

Job-Specific Equipment

Most weapons and armor that you find can be equipped only by specific job classes. A Knight, for instance, can equip heavy swords and armor, while a Black Mage must stick with robes and wands. The types of weapons and armor that a job class can equip are indicated by icons under the job class's illustration.

Equip		Optimize		Equip	
Unequip		Unequip all			
Both Hands	⚔️	⚔️	⚔️	Lenna	
Left Hand	⚔️	⚔️	⚔️	Knight	
Head	🛡️	🛡️	🛡️	can equip	
Body	🛡️	🛡️	🛡️		
Accessory	📿	📿	📿		
Enhancer	2	Strength 48	Agility 27		
Escalpoor	1	Stamina 45	Magic 14		
Blood sword	1	Attack 198	Defense 49		
Assassin's dagger	1	Evasion 0%	Magic Defense 5		
Thief knife	1	Equip Weight 20			
Headdress	1				
Plumed tunic	1				
Great sword	2				

By assigning a Knight's abilities to a Black Mage, it is possible to have a Black Mage that equips swords—that is the beauty of the jobs and abilities system.

Learning Abilities

Each job you find comes with it a whole set of abilities. But most abilities aren't free—you must learn them by earning ability points (ABP) in battle. To learn all of the abilities available in the game, you'll have to master every job class. Once a character has learned an ability, he can use it no matter what job class he may be assigned.

Cura	
Python	Hedgehog
Faris	5188
Bartz	3570
Lenna	3876
Krile	3344

A White Mage can cast White-magic spells, allowing him to support and protect his allies. Though a White Mage can always use the White ability, he can also transfer it to another job class after he's learned it.

Focus	
Mykale	2
Faris	5083
Bartz	3999
Lenna	3918
Krile	3781

A Monk is a master of hand-to-hand combat, and can learn combat-oriented abilities such as Focus.

Inherent Abilities

Some abilities are inherent to a specific job, and will be active at any of that job's experience levels. Even though inherent abilities are not always immediately apparent, many of them can be learned and assigned at will just like other abilities.



KNIGHT: COVER

A Knight's Cover ability causes the character to automatically leap in front of an endangered ally in battle, taking the blow himself.



THIEF: FIND PASSAGES

Some abilities are useful only outside of battle. Find Passages, for instance, allows the party to view passageways that would otherwise be hidden.

Two Types of Abilities

Abilities can be broken into two categories: command abilities, which show up as commands in the battle menu (such as Guard or Focus), and auto abilities, which work behind the scenes (such as Equip Swords or First Strike).



COMMAND ABILITY

An exclamation point next to an ability indicates a command ability that will show up in that character's battle menu when assigned.



AUTO ABILITY

Auto abilities act behind the scenes, but can change a character's makeup dramatically. Dual-Field, for instance, will allow any job class to carry two weapons at once.

Ability-Specific Equipment

A few items in the game are geared toward specific job classes. These items are usually difficult to obtain, and will have little use to a character without the corresponding ability. But if you match these items to a character that has the right ability, they are priceless.



The Control ability allows a character to take control of an enemy during battle, and select its attacks. If the character is equipped with the Hypno Crown, controlling enemies will be much easier.

ABILITY	SUPPORT ITEM	CAN BE EQUIPPED BY
Steal, Mug	Thief's Gloves	Thief
Catch	Kornago Gourd	All Jobs
Control	Hypno Crown	All Jobs

If you're in the habit of optimizing your weapons, you'll likely overlook these three—they are fairly weak from a statistical standpoint.

Status Synergy

Like jobs, abilities can affect a character's status in significant ways. If you have a character with a low number of MP, for instance, you can assign a magic ability to that character to elevate his MP.



Knights are generally lacking in the magic department, but if you assign the White ability to one, his magic stats will increase dramatically.

Recommended Abilities

Many of the game's abilities are fun to experiment with, but some are simply more useful than others. We've put together lists of commands across three categories that will be assets to any party.



ATTACK COMMANDS

Attacking is always about dealing the maximum amount of damage to an enemy. Below are five attack abilities that are incredibly effective in battle.

ABILITY	DESCRIPTION
Dual-Wield	Equip a weapon to each hand
Lance	Attack with a lance and absorb an enemy's HP and MP
Rapid Fire	Attack an enemy four times in a row
Spellblade	Enchant a sword with elemental magic
Zeninage	Throw gil at an enemy for high damage



MAGIC COMMANDS

Magic has many purposes, from reviving fallen allies to inflicting major damage on the battlefield. Below are five magic abilities that no party should be without.

ABILITY	DESCRIPTION
Blue	Cast magic that you've learned from enemies
Learning	Learn magic from an enemy
Summon	Summon beasts to aid you in battle
Time	Cast magic that manipulates time and space
White	Cast magic that heals and supports allies



SUPPORT COMMANDS

Not all commands are about attacking and healing. Below are six useful support commands.

ABILITY	DESCRIPTION
Control	Gain control over an enemy's actions
Flee	Quickly escape from a battle
Mix	Mix items from your inventory and use the results in battle
Mug	Attack and steal from an enemy simultaneously
Sing	Sing a song in battle for various effects
Steal	Steal an item from an enemy

Job Specifics



our party members will begin the game as Freelancers, but you'll soon discover the wondrous job-changing system. Eventually you will have 26 jobs to choose from, but because you can have only four people in your party, you'll need to understand each

job's strengths and weaknesses to decide which ones are worthwhile. Read on for a detailed breakdown of every job in the game, including the abilities associated with each. For specifics on the game's final job class, Necromancer, see page 94.

JOB NAME

This area displays the job's name, as well as the location where you'll gain access to the job.

STATUS

The Status box shows the effects that a job will have on your status in the categories of Strength (STR), Agility (AGL), Stamina (STM), and Magic (MGC).

STRATEGY

The job's strengths and weaknesses are described in this section.

EQUIPMENT

Below the strategy tip is a list of weapon and armor types that the job may equip.

Knight

LOCATION: WIND SHRINE (P. 34)

STATUS	STR	AGL	STM	MGC
	+23	+1	+30	-44

LEARNED	LEVEL	NAME	ABP	DESCRIPTION
1		Cover	80	Take hits for a friend who cannot protect themselves.
2		Sword	30	Completely absorb a direct physical attack.
3		Two-handed	50	Use both hands when swinging swords, scythes, or axes to inflict twice the damage.
4		Equip Shields	100	Gain the ability to equip shields.
5		Equip Armor	150	Gain the ability to wear armor.
6		Equip Swords	250	Gain the ability to wield swords.

In Shining Armor
A Knight's greatest asset is his ability to take a major beating. Knights are perfect front-row party members due to their high Attack and Defense stats, as well as their ability to equip the most powerful weapons and armor in the game. In addition, Knights can come to the aid of weakened allies by using the Cover ability.

EQUIPMENT:
KNIVES, SWORDS, KNIGHT SWORDS, SHIELDS, HELMETS, ARMOR, LIGHT ARMOR, GLOVES

In the physical attacks department, there's nothing stronger than a Knight equipped for Two-handed ability and wielding a powerful sword.

ABILITIES

The Abilities chart lists all abilities available to a particular job class and provides a description of what each one does. With the exception of a Monk's Kick ability, every ability can be learned by any of your party members, then used with other job classes. (The ABP column indicates how many Ability Points a character must earn to learn each ability.) Orange represents command abilities that are married to a specific job and cannot be removed from that job, and blue indicates abilities that are inherent to the job—meaning they are always active behind the scenes. Both orange and blue abilities are immediately assigned to a character who selects the corresponding job class, no matter the character's job level.

Freelancer

STATUS

As your starting job, Freelancer has virtually no effect on your status. Assigning Freelancer to a character later in the game gives that character relatively neutral stats.

ABILITIES

Though they come stock with basic commands such as Attack, Freelancers have no job-specific abilities. After you master other jobs, though, you can assign the learned abilities to a Freelancer.

Generic, but Useful

For the first chunk of the game, all your party members will be Freelancers and have no special abilities. Though it's tempting to change to other jobs and never turn back, don't forget about the Freelancer job—it has its own perks. For instance, a Freelancer is not restricted to certain weapons and armor—he can equip anything. And a Freelancer has two slots open to assign commands and abilities—flexibility that is especially useful after you've mastered a few other job classes.

EQUIPMENT:

ALL WEAPONS, ALL ARMOR

Equip

Right Hand: Murakumo
Left Hand: Murakumo
Head: Ribbon
Body: Murakumo Vest
Accessory: Murakumo Sandals

Optimize: Unequip all

Equip

Freelancer

Freelancer	Strength	Agility	Stamina	Magic	Attack	Defense	Evade	Magic Defense	Equip Weight
	50	49	49	49	234	234	0	0	0

Legendary holy sword

Freelancers are capable of wearing heavy armor and carrying powerful weapons. Use them to lead the charge at the front of the party.

Knight

LOCATION: WIND SHRINE (P. 34)

STATUS

STR	+23
AGL	+1
STM	+20
MGC	-14

ABILITIES

LEARNED AT LEVEL	NAME	ABP	DESCRIPTION
1	Cover	10	Take hits for allies who cannot protect themselves.
2	Guard	30	Completely absorb a direct physical attack.
3	Two-Handed	50	Use both hands when wielding swords, katanas, or axes to inflict twice the damage.
4	Equip Shields	100	Gain the ability to equip shields.
5	Equip Armor	150	Gain the ability to wear armor.
6	Equip Swords	350	Gain the ability to wield swords.

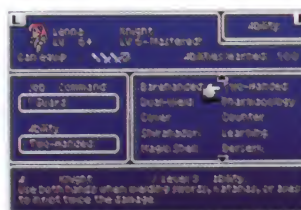


In Shining Armor

A Knight's greatest asset is his ability to take a major beating. Knights are perfect front-row party members due to their high Attack and Defense stats, as well as their ability to equip the most-powerful weapons and armor in the game. In addition, Knights can come to the aid of weakened allies by using the Cover ability.

EQUIPMENT:

KNIVES, SWORDS, KNIGHT SWORDS, SHIELDS, HELMETS, ARMOR, LIGHT ARMOR, GLOVES



In the physical-attacks department, there's nothing stronger than a Knight assigned the Two-Handed ability and wielding a powerful sword.

Monk

LOCATION: WIND SHRINE (P. 34)

STATUS

STR	+26
AGL	+1
STM	+26
MGC	-23

ABILITIES

LEARNED AT LEVEL	NAME	ABP	DESCRIPTION
*	Kick	—	Deliver a strong kick to multiple opponents.
1	Focus	15	Focus energies for a hit with twice the attack power.
2	Barehanded	30	Gain the same attack power as Monks when unarmed.
3	Chakra	45	Healing energies recover HP and cleanse the body of Poison and Darkness.
4	Counter	60	Automatically counter when hit by enemy attacks.
5	HP +10%	100	Increase maximum HP 10%.
6	HP +20%	150	Increase maximum HP 20%.
7	HP +30%	300	Increase maximum HP 30%.

*This ability cannot be learned.

No Weapons Required

Monks can do some serious damage with nothing but their bare hands, making them incredibly useful against certain enemies. Monks also know the Counter ability, which causes them to fight back automatically after being struck by an enemy. A Monk's greatest weakness is his inability to equip heavy armor, though this can be rectified using a Knight's Equip Armor ability.

EQUIPMENT:

CAPS, LIGHT ARMOR, ARMLETS



A Monk's Focus command causes him to charge up his attack for an extra round, then strike the enemy with a superpowerful blow.



Thief

LOCATION: WIND SHRINE (P. 34)

STATUS

STR	+1
AGL	+16
STM	+2
MGC	-6

ABILITIES

LEARNED AT LEVEL	NAME	ABP	DESCRIPTION
1	Find Passages	10	Detect hidden passageways.
2	Flee	20	Quickly escape from battle. You may be unable to escape from some enemies.
3	Sprint	30	Hold down the B Button while pressing the Control Pad to move twice as fast.
4	Steal	50	Steal treasure from an enemy.
5	Vigilance	75	Prevent back attacks.
6	Mug	150	Attack and steal from an enemy.
7	Artful Dodger	300	Gain the same Speed and Agility as a Thief.



Sneaky Strategies

Thieves aren't great fighters, but they have their uses, most notably outside of battle. With a Thief in your party, every hidden passage will be revealed to you, giving you hints as to the locations of the game's most-secret items. Thieves also allow your party to move at four times the normal walking speed in nearly every town and dungeon. During battle, a Thief helps prevent attacks from behind, and (with the Flee ability assigned) gives your party a better chance at running away from battle.

EQUIPMENT:

KNIVES, SPECIAL CAPS, LIGHT ARMOR, ARMLETS



Study your bestiary to see which enemies have the rarest items. You can challenge some of these enemies over and over again, and use the Thief's Steal command to make some easy money.

White Mage

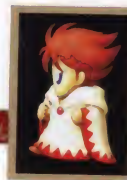
LOCATION: WIND SHRINE (P. 34)

STATUS

STR	-7
AGL	+1
STM	0
MGC	+25

ABILITIES

LEARNED AT LEVEL	NAME	ABP	DESCRIPTION
1	White Magic (L1)	10	At level one, perform White magic.
2	White Magic (L2)	20	At level two, perform White magic.
3	White Magic (L3)	30	At level three, perform White magic.
4	White Magic (L4)	50	At level four, perform White magic.
5	White Magic (L5)	70	At level five, perform White magic.
6	White Magic (L6)	100	At level six, perform White magic.
7	MP +10%	300	Increase maximum MP by 10%.



Party Support

White Mage is not the most glamorous job, but it is the most important job by far. These characters are masters of White-magic spells, and will be your main resource for healing the injured, curing the sick, and raising the dead. White Mages can also deal major damage using Holy magic late in the game.

EQUIPMENT:

STAFFS, ROBES, ARMLETS, MAGIC CAPS



A high-level White-magic spell called Arise will revive and heal a KO'd party member in one shot. Arise is a must-have for challenging the game's final bosses.

Black Mage

LOCATION: WIND SHRINE (P. 34)



STATUS

STR	-9
AGL	0
STM	-2
MGC	+31

ABILITIES

LEARNED AT LEVEL	NAME	ABP	DESCRIPTION
1	Black (L1)	10	At level one, perform Black magic.
2	Black (L2)	20	At level two, perform Black magic.
3	Black (L3)	30	At level three, perform Black magic.
4	Black (L4)	50	At level four, perform Black magic.
5	Black (L5)	70	At level five, perform Black magic.
6	Black (L6)	100	At level six, perform Black magic.
7	MP +30%	450	Increase maximum MP by 30%.

Black-Magic Moments

Black Mages are the most powerful magic wielders in the game. Their magic is mostly elemental, and does massive damage to enemies that have elemental weaknesses. Higher-level Black-magic spells, such as Flare, have hefty casting costs, but Black Mages make up for it with high MP. Keep these characters in the back row, as they are vulnerable to all sorts of attacks.

EQUIPMENT:

KNIVES, RODS, ROBES, ARMLETS, MAGIC CAPS



A Black Mage excels at exploiting an enemy's weakness, no matter how obscure. When an enemy is weak to Poison, for instance, have the Black Mage cast Bio, then sit back and enjoy the show.

Bard

LOCATION: WIND SHRINE (P. 34)



STATUS

STR	-8
AGL	+8
STM	-9
MGC	+11

ABILITIES

LEARNED AT LEVEL	NAME	ABP	DESCRIPTION
1	Hide	25	Duck out of sight to avoid attacks.
2	Equip Harps	50	Gain the ability to equip harps.
3	Sing	100	Perform magical chants with different effects.

A Song for Every Occasion

Bards are not the toughest bunch, but they can be effective in the right setting. Usually, Bards play a supporting role by using the Sing ability. You can find songs in various locations throughout the game, and they're great assets because they don't use any MP. It's important that you know what a particular song does before you use it, as many songs will continue to play throughout an entire battle, rendering your Bard unusable. If an enemy strikes the Bard, the song will end.

EQUIPMENT:

KNIVES, HARPS, ROBES, ARMLETS, MAGIC CAPS



The song "Requiem" is a bit of an anomaly. Unlike most other songs, it is an attack, and it works only on undead enemies. It is also incredibly powerful, and will affect multiple foes at a time. In a few dungeons, playing the "Requiem" song is necessary for survival.

Blue Mage

LOCATION: WIND SHRINE (P. 34)

STATUS

STR	-8
AGL	+1
STM	+3
MGC	+23

ABILITIES

LEARNED AT LEVEL	NAME	ABP	DESCRIPTION
1	Check	10	Check an enemy's HP.
2	Learning	20	Learn some monsters' special attacks.
3	Blue	70	Perform Blue magic.
4	Scan	250	See enemy's level, HP, weakness, and current condition.



Magic School

Blue Mages can wield some of the most powerful magic in the game, but learning the best spells takes patience and commitment. You'll need to fight a wide variety of enemies. (For a complete list of monsters from which you can learn Blue-magic spells, see page 128.) Some Blue-magic spells, such as Level 4 Graviga, affect only enemies whose experience level is at a multiple of a certain number. To learn such a spell in battle, your own experience level must also be a multiple of the given number.

EQUIPMENT:

KNIVES, SWORDS, RODS, SHIELDS, CAPS, LIGHT ARMOR, ROBES, ARMLETS, MAGIC CAPS



Sometimes you'll run across Blue-magic spells that make Black-magic spells pale in comparison. One such spell—Aqua Breath—will work wonders for your party in the Desert of Shifting Sands. But you have to find the spell first! (See page 50.)

Time Mage

LOCATION: TOWER OF WALSE (P. 40)

STATUS

STR	-5
AGL	+2
STM	-3
MGC	+24

ABILITIES

LEARNED AT LEVEL	NAME	ABP	DESCRIPTION
1	Time (L1)	10	At level one, perform Time magic.
2	Time (L2)	20	At level two, perform Time magic.
3	Time (L3)	30	At level three, perform Time magic.
4	Time (L4)	50	At level four, perform Time magic.
5	Time (L5)	70	At level five, perform Time magic.
6	Time (L6)	100	At level six, perform Time magic.
7	Equip Rods	250	Gain the ability to wield rods.



Time and Time Again

Harnessing the power of time and space, Time Mages can cast spells with a wide variety of effects that range from helpful to incredibly harmful. Effectively putting Time-magic spells into play is a bit trickier than employing Black- or White-magic spells. Try casting Slowga on an enemy that attacks incessantly, or Hastega to speed up a particularly time-sensitive boss battle.

EQUIPMENT:

KNIVES, RODS, STAFFS, ROBES, ARMLETS, MAGIC CAPS



Though generally considered support characters, higher-level Time Mages can cast devastating spells like Graviga and Meteor.

Red Mage

LOCATION: TOWER OF WALSE (P. 40)



STATUS

STR	+8
AGL	+5
STM	-6
MGC	+8

ABILITIES

LEARNED AT LEVEL	NAME	ABP	DESCRIPTION
1	Red (L1)	20	At level one, perform White and Black magic.
2	Red (L2)	40	At level two, perform White and Black magic.
3	Red (L3)	100	At level three, perform White and Black magic.
4	Dualcast	999	At level four, perform two spells back-to-back.

Multipurpose Magic-Users

Red Mages have the ability to cast both Black- and White-magic spells, depending on what the situation calls for. When the job first becomes available to your party, it will be very effective. But Red Mages will wear out their welcome by the time you reach World Two, as they cannot cast anything higher than level-three magic.

EQUIPMENT:

KNIVES, SWORDS, RODS, STAFFS, CAPS, LIGHT ARMOR, ROBES, ARMLETS, MAGIC CAPS



If your party is highly dependent on magic-users, learn the Red Mage's Dualcast ability. It takes a lot of battling to learn Dualcast, but the ability to cast two spells back-to-back is a huge asset.

Summoner

LOCATION: TOWER OF WALSE (P. 40)



STATUS

STR	-10
AGL	-1
STM	-1
MGC	+33

ABILITIES

LEARNED AT LEVEL	NAME	ABP	DESCRIPTION
1	Summon (L1)	15	At level one, summon magical beasts for aid.
2	Summon (L2)	30	At level two, summon magical beasts for aid.
3	Summon (L3)	45	At level three, summon magical beasts for aid.
4	Summon (L4)	60	At level four, summon magical beasts for aid.
5	Summon (L5)	100	At level five, summon magical beasts for aid.
6	Call	500	Call one magical beast randomly.

Bring Forth the Beasts!

Although Summoners are definitely one-trick ponies, their power to summon beasts into battle is arguably the most formidable tool in the game. Summon effects range from beasts that will protect your party (such as Golem) to beasts that will devastate your enemy (such as Leviathan). You can buy Summon magic at certain shops, but the best Summons will come from secret bosses scattered throughout the worlds.

EQUIPMENT:

KNIVES, RODS, ROBES, ARMLETS, MAGIC CAPS



Some summoned beasts, like the Yellow Chocobo and Odin, have more than one attack, but you can't specify which one you want; it's luck of the draw.

Dancer

LOCATION: TOWER OF WALSE (P. 40)



STATUS

STR	+5
AGL	+5
STM	-10
MGC	-5

ABILITIES

LEARNED AT LEVEL	NAME	ABP	DESCRIPTION
1	Flirt	25	Charm enemies to make them forget about attacking.
2	Dance	50	Perform dances that bewitch enemies.
3	Equip Ribbons	325	Gain the ability to equip Ribbons.

Dancin' Machine

At first, the Dancer job is a chore to use. But once you level up a Dancer and equip the right weapons and armor, the job can be quite an asset. The Dance command has random effects, but sometimes you'll unleash a powerful attack called Sword Dance. When you find the Rainbow Dress armor, be sure to equip it to a Dancer—it will drastically increase the chance of performing a Sword Dance. Also, Dancers can equip the powerful Ribbon, which prevents most status affects. Once a character masters the Dancer job, he can assign the Equip Ribbons ability to another character.

EQUIPMENT:

KNIVES, CAPS, LIGHT ARMOR, ROBES, ARMLETS, MAGIC CAPS



Dancers are primarily support characters, but some dances affect enemies in amusing ways. One such dance—Flirt—causes enemies to lose focus and stop attacking your party for a time.

Berserker

LOCATION: TOWER OF WALSE (P. 40)



STATUS

STR	+21
AGL	-9
STM	+25
MGC	-23

ABILITIES

LEARNED AT LEVEL	NAME	ABP	DESCRIPTION
1	Berserk	100	Continuously attack until all enemies have been defeated.
2	Equip Axes	400	Gain the ability to equip axes.

Go Berserk

Berserkers are completely out of your control. They cannot be assigned command abilities, and they attack at will with whatever weapon is in their hands. Still, they do lots of physical damage to enemies. Berserkers are great for areas in which you're fighting the same enemies over and over again. But if you're up against an enemy that requires magic to take down, Berserkers are more of a nuisance than a help.

EQUIPMENT:

KNIVES, AXES, HAMMERS, SHIELDS, HELMETS, ARMOR, LIGHT ARMOR, GLOVES



Axes are the Berserkers' forte, but if you assign them the Equip Swords ability, they can inflict even more damage as they rage blindly.

Mystic Knight

LOCATION: TOWER OF WALSE (P. 40)

STATUS

STR	+14
AGL	+14
STM	+14
MGC	-1

ABILITIES

LEARNED AT LEVEL	NAME	ABP	DESCRIPTION
1	Magic Shell	10	Automatically cast Shell when near KO.
2	Spellblade (L1)	20	At level one, enchant weapons with different magic.
3	Spellblade (L2)	30	At level two, enchant weapons with different magic.
4	Spellblade (L3)	50	At level three, enchant weapons with different magic.
5	Spellblade (L4)	70	At level four, enchant weapons with different magic.
6	Spellblade (L5)	100	At level five, enchant weapons with different magic.
7	Spellblade (L6)	400	At level six, enchant weapons with different magic.



Otherworldly Weapons

Not only can Mystic Knights equip fairly hefty swords and armor, but they can infuse their swords with certain Black- and White-magic spells. This fusion of magic and physical attacks can be incredibly potent once your job level is at around level five—high enough to infuse your blade with powerful advanced spells. At that point, you'll likely want to lend the Spellblade ability to another job class.

EQUIPMENT:

KNIVES, SWORDS, SHIELDS, HELMETS, ARMOR, LIGHT ARMOR, GLOVES



When used against an enemy's elemental weakness, the Spellblade ability can inflict much damage. The downside is that it takes an extra round to charge up the infusion.

Beastmaster

LOCATION: KARNAK CASTLE (P. 44)

STATUS

STR	+13
AGL	+1
STM	+8
MGC	-3

ABILITIES

LEARNED AT LEVEL	NAME	ABP	DESCRIPTION
1	Calm	10	Calm magic beasts.
2	Control	50	Take control of a monster.
3	Equip Whips	100	Gain the ability to wield whips.
4	Catch	300	Capture a weakened monster.

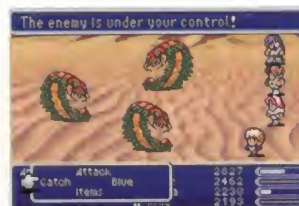


Beasts of the Field

A Beastmaster has the unique ability to capture monsters, then unleash them on enemies at will. This technique can be trying, as a creature's health must be near zero before you can catch it. The rare Kornago Gourd item (found in Quelb) is a must-have for aspiring Beastmasters—it will dramatically increase the likelihood of a successful catch.

EQUIPMENT:

KNIVES, WHIPS, CAPS, LIGHT ARMOR, ARMLETS



When a Beastmaster learns the Control ability, he can take the reins of an enemy on the battlefield and pit it against its former allies.

Geomancer

LOCATION: KARNAK CASTLE (P. 44)



STATUS

STR	+4
AGL	+2
STM	+4
MGC	+24

ABILITIES

LEARNED AT LEVEL	NAME	ABP	DESCRIPTION
1	Gaia	25	Attack enemies by channeling the power of the surrounding area.
2	Light Step	50	Avoid damage on floors with harmful effects.
3	Find Pits	100	Detect holes in the floor.

Become One with Nature

A Geomancer can use the nature-harnessing Gaia ability right out of the gates, which will be fairly effective when fighting on the overworld map. It's worth the effort to level up a Geomancer: it's the easiest class to master, and its last two abilities—Light Step and Find Pits—will save you some major headaches in dungeons.

EQUIPMENT:

KNIVES, BELLS, ROBES, ARMLETS, MAGIC CAPS



A Geomancer's Gaia ability will channel the power of the sea when he's fighting on your ship's deck.

Ninja

LOCATION: KARNAK CASTLE (P. 44)



STATUS

STR	+15
AGL	+14
STM	+3
MGC	-10

ABILITIES

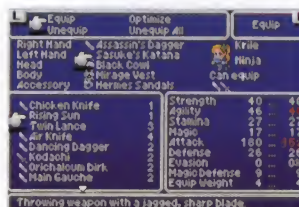
LEARNED AT LEVEL	NAME	ABP	DESCRIPTION
1	Smoke	10	Use the confusion of a smoke bomb to escape from most enemies without them even noticing.
2	Image	30	Create illusions to absorb two direct physical attacks.
3	First Strike	50	Increase the chances of having the first attack.
4	Throw	150	Toss weapons at enemies. Scrolls and shuriken can be thrown as well.
5	Dual-Wield	450	Carry, and attack with, a weapon in each hand. Bows and harps cannot be dual-wielded.

Fight Like a Ninja

Ninjas can wield two weapons at once. Combine this fact with their high Agility (which allows them to attack more frequently) and their inherent First Strike ability, and you've got a very deadly attacker. A Ninja's inability to wear heavy armor leaves the job class vulnerable to powerful enemies, so try giving the Ninja the command ability Image—he'll evade a number of attacks.

EQUIPMENT:

KNIVES, NINJA SWORDS, SPECIAL WEAPONS, CAPS, LIGHT ARMOR, ARMLETS



With mighty weapons in each of a Ninja's hands, you can often defeat an enemy before it can even get a hit in on your party.

Ranger

LOCATION: KARNAK CASTLE (P. 44)

STATUS

STR	+16
AGL	+12
STM	+1
MGC	-5

ABILITIES

LEARNED AT LEVEL	NAME	ABP	DESCRIPTION
1	Animals	15	Gain the aid of woodland friends.
2	Aim	45	Raise the accuracy of attacks.
3	Equip Bows	135	Gain the ability to equip bows.
4	Rapid Fire	405	Perform four weaker attacks at once.



Straight-Shooters

Rangers are all about the bow and arrow. Put them in the back row, where they will do damage consistently—especially when using the Aim command, which secures a direct hit. A Ranger can't don most armor, so it will be up to your stronger party members to protect their sharp-shooting ally. Still, it's worth leveling up at least one of your characters in the Ranger job class to be sure you'll have the Rapid Fire ability at your disposal.

EQUIPMENT:

KNIVES, BOWS, CAPS, ARMLETS



Rapid Fire, an ability that allows a character to fire four shots, is a great resource that goes beyond Rangers. Experiment with assigning Rapid Fire to other job classes—the results may surprise you.

Chemist

LOCATION: RONKA RUINS (P. 52)

STATUS

STR	+2
AGL	+3
STM	+6
MGC	-4

ABILITIES

LEARNED AT LEVEL	NAME	ABP	DESCRIPTION
1	Pharmacology	15	Use knowledge of medicines to double the potency of potions and ethers.
2	Mix	30	Combine items to create concoctions that can be consumed in battle to augment stats or harm enemies.
3	Drink	45	Drink special medicines to increase stats during battle.
4	Recover	135	Recover from various conditions.
5	Revive	405	Restore a KO'd ally to fighting form.



Mix and Match

At first, Chemists don't have much use aside from making recovery items more effective. But once they reach job level two and learn the Mix ability, a whole new world opens up for them. With the right ingredients, Chemists can mix some nasty brews midbattle, and unleash them on enemies for major damage. Once a Chemist masters his job, he can learn the all-powerful Revive skill.

EQUIPMENT:

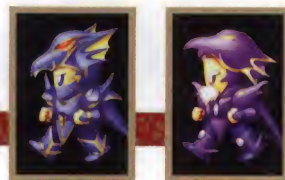
KNIVES, STAFFS, CAPS, LIGHT ARMOR, ROBES, ARMLETS, MAGIC CAPS



When you run across an item and you have no idea what it's for (such as Dark Matter), don't sell it immediately. These items can be incredibly valuable to a Chemist.

Dragoon

LOCATION: RONKA RUINS (P. 52)



STATUS

STR	+28
AGL	+5
STM	+15
MGC	-12

ABILITIES

LEARNED AT LEVEL	NAME	ABP	DESCRIPTION
1	Jump	10	Jump to deliver a powerful attack from above. Power is doubled when a spear is equipped.
2	Lance	150	Strike with Dragoon powers to drain HP and MP.
3	Equip Lances	400	Gain the ability to wield spears.

Lance a Lot

Dragoons are heavy-duty characters, and masters of the lance. If you find a powerful lance on your journey, put it in the hands of a Dragoon to inflict some major physical damage. A Dragoon can also use the Jump command, which sends him offscreen for a bit; when he returns, he crashes down on an enemy.

EQUIPMENT:

KNIVES, LANCES, SHIELDS, HELMS, ARMOR, LIGHT ARMOR, GLOVES



The Jump command has two purposes: It increases the potential damage to an enemy, and it puts one of your characters offscreen for a while, where he can take no damage. Keep an eye out for enemies that can sabotage a Jump attempt, though.

Samurai

LOCATION: RONKA RUINS (P. 52)



STATUS

STR	+19
AGL	+2
STM	+19
MGC	-12

ABILITIES

LEARNED AT LEVEL	NAME	ABP	DESCRIPTION
1	Mineuchi	10	Stun enemies by smacking them with a blade's dull side.
2	Zeninage	30	Damage all enemies by tossing gil.
3	Shirahadori	60	Catch and stop enemy attacks.
4	Equip Katana	180	Gain the ability to wield katanas.
5	Iainuki	540	Unleash an attack that hits all enemies in an instant.

Way of the Samurai

If used well, Samurai can be one of the game's most powerful job classes. Samurai are masters of the short sword and the katana, and have a high chance of striking critical blows. They evade physical attacks better than most jobs do. And to top it off, they can equip heavy armor and hold their own on the front line.

EQUIPMENT:

KNIVES, KATANAS, SHIELDS, HELMETS, ARMOR, LIGHT ARMOR, GLOVES



A Samurai's powerful Zeninage attack is bittersweet: it costs a lot of gil, but it can get you out of tight situations, especially during multi-enemy boss battles.

Mime

LOCATION: FORK TOWER (P. 79)

STATUS

STR	0
AGL	0
STM	0
MGC	0

ABILITY

LEARNED AT LEVEL	NAME	ABP	DESCRIPTION
1	Mimic	999	Mimic an ally's previous action.



Copycat Tactics

Mimes are an odd bunch. They have only one command: Mimic. This command simply copies whatever action the previous party member took in battle. Also, Mimes can assign three abilities learned by other job classes. If you've mastered a handful of job classes then you assign your most powerful abilities to a Mime, he will be a force to be reckoned with.

EQUIPMENT:

KNIVES, RODS, STAFFS, ALL ARMOR EXCEPT DANCER-SPECIFIC EQUIPMENT



A Mime simply copies the action of the party member before him in battle. So if a character casts a spell, select Mimic to have the Mime cast that same spell, but with no MP cost.

Cannoneer

LOCATION: THE "???" CAVE (P. 88)

STATUS

STR	+9
AGL	+6
STM	+6
MGC	+4

ABILITIES

LEARNED AT LEVEL	NAME	ABP	DESCRIPTION
1	Open Fire	50	Shoot one enemy.
2	EXP Up	150	Gain one and a half times the experience per battle.
3	Combine	300	Mix and fire off explosives that damage all enemies.



Pass the Ammunition

A Cannoneer fires ranged attacks at enemies by using ammunition. You can purchase three types of ammunition from the wandering salesman: Buckshot, Blastshot, and Blitzshot. Each of these has different effects. Once a Cannoneer learns the Combine ability, you can combine rounds of ammunition with an item from your inventory, and unleash the concoction on all enemies.

EQUIPMENT:

KNIVES, SWORDS, SHIELDS, CAPS, LIGHT ARMOR, ROBES, ARMLETS, MAGIC CAPS



The Combine ability can have a number of effects on enemies, depending on which item you combine with the ammunition. See page 105 for a complete list of Combine attacks.

Gladiator

FROM: THE "???" CAVE (P. 88)

STATUS

STR	+26
AGL	+14
STM	+3
MGC	-14

ABILITIES

LEARNED AT LEVEL	NAME	ABP	DESCRIPTION
1	Lure	30	Attract enemies' hits.
2	Finisher	70	Powerful strike that attacks an enemy's weak point for massive damage.
3	Long Reach	150	Attack enemies at full power from the back row, no matter the weapon.
4	Bladeblitz	450	Attack all enemies.



Go Big, Go Fast

Gladiators are rough, tough warriors that can equip all kinds of weapons and attack at blazing speed. Their Finisher command doesn't always connect, but when it does, it lives up to its name. In general, Gladiators are just great physical attackers. Master this job to learn Bladeblitz, which allows a Gladiator to attack every enemy at once with whatever weapon the Gladiator is wielding.

EQUIPMENT:

KNIVES, SWORDS, KNIGHT SWORDS, SPEARS, AXES, BOWS, SHIELDS, HELMETS, ARMOR, LIGHT ARMOR, GLOVES



A Gladiator's ability to wield the most powerful weapons, combined with the Bladeblitz ability, can make for some ridiculously effective physical attacks.

Oracle

LOCATION: THE "???" CAVE (P. 88)

STATUS

STR	-9
AGL	-1
STM	-4
MGC	+36

ABILITIES

LEARNED AT LEVEL	NAME	ABP	DESCRIPTION
1	Condemn	20	Sentence a target to the effects of different spells.
2	Predict	50	Foretell cataclysms.
3	ABP Up	150	Gain one and a half times the ABP per battle.
4	Read Ahead	300	Easily evade enemies.



Look into the Future

Oracles are magic users that can foretell phenomena that will befall either you or your enemies. This plays out through the Predict ability—when you select it, you'll learn of some cataclysmic event, then a countdown will begin before the event's effects come raining down on your enemy (and sometimes you). A master of the Oracle class will learn a useful ability called Read Ahead, which greatly minimizes monster encounters.

EQUIPMENT:

STAFFS, ROBES, ARMLETS, MAGIC CAPS



In addition to many unique spells, Oracles have the highest Magic status of anyone in the game. Using an Oracle and assigning a magic ability such as Black or Summon is a wise move.



Walkthrough

Understanding the Walkthrough



his guide covers every aspect of the game, down to the smallest detail. The sample below shows you how to read the information so you can get the most out of the strategies.

REGION MAP

The region map gives you an idea of where each area lies on the world map and shows a small, zoomed-in portion of the world map.

SHOP LISTS

Most towns have multiple shop locations for different types of inventory. The shop locations are labeled on the map, and we've broken down each shop's inventory in corresponding tables.



MAP KEY

1

Numbered map callouts correspond to strategy tips.

A

Pairs of lettered map callouts indicate interconnected spots on the map, such as doors and stairways.


Red dots show hidden passages that you can make visible by using a Thief's Find Passages ability.

ENTRANCE

EXIT

Black boxes mark an area's entrance and exit.

BROADSWORD

Treasures are labeled on the map using boxes like this. (A yellow  icon signifies that you must fight a monster to claim the prize.)

WING RAPTOR

Red boxes indicate boss locations.

WEAPON

Labels like this indicate the locations of weapon, armor, item, and magic shops on the map.

S

This icon indicates a save point.

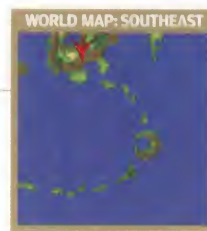
BOSS BATTLES

These boxes reveal strategy specific to a dungeon's boss, showing the boss's statistics and weaknesses.

Tycoon Meteorite



ur adventure begins as the Wind Crystal shatters and a mysterious meteorite crashes into the earth, bringing together three unlikely heroes—Bartz, Lenna, and Galuf. Before leaving the meteor's crash site, follow the hidden path in the southeast corner for a complimentary Phoenix Down.

**MONSTER**

NAME	HP	WEAK VS.
Goblin	16	—

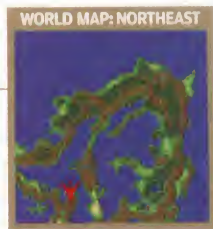
1 A Helping Hand

When you enter the crash site, you'll have to save Lenna from a pair of Goblins. The simple encounter will give you a first look at the turn-based battle system. When you've dealt with the Goblins, find Galuf then follow him and Lenna to the overworld. There, you'll be reunited with your Chocobo, Boko. Head northwest to fight more Goblins and join Lenna and Galuf.

Passage to Pirates' Hideout



After rescuing Lenna and Galuf, lead your newly formed party north to the cave entrance. A quick trip through the cave will reveal a pirate hideout, where you'll meet your fourth party member, Faris, and your quest will truly begin.



LEVEL 1



LEVEL 2



LEVEL 3



1 Hop in the Bath

On the cave's first map, you'll find a recovery spring near the exit. Enter the water to heal your party completely, cure all status ailments, and revive fallen allies. Staying near a recovery spring and fighting random enemies is a great way to earn experience.

2 Supersecret Switch

On the cave's second map, hit the skull-shaped switch near the closed-off passageway to trigger an opening to the next area.

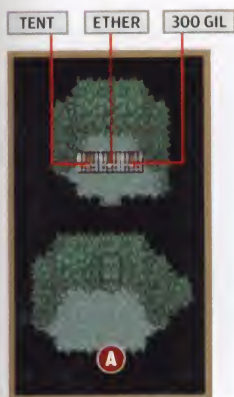
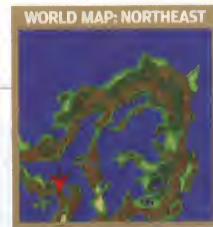
MONSTERS

NAME	HP	WEAK VS.
Devil Crab	16	Ice
Steel Bat	20	—
Stroper	20	—

Pirates' Hideout



Faris's rambunctious pirates reside in an underground hideout. Upon your first visit to the hideout, most of the area is blocked off—there's nothing to do but head to the ship. After Faris bids farewell to his compadres in Tule, return to the hideout by sailing around the cove to the southeast and entering through the cave. A pirate near the bridge will give you eight Potions as a farewell gift.



1 Aid from Faris

Upon entering the Pirates' Hideout for the first time, head across the bridge to board the pirate ship. You'll find the ship's deck empty. Head straight for the helm and Press A to trigger a cut-scene. After throwing you in the brig, Faris reconsiders and joins your party, giving you access to the high seas. Your next stop is the Wind Shrine to the north.

2 A Hidden Passageway

The switch just west of the entrance opens a passage in another room that leads to treasure. To reach the passage and receive the goodies, you'll have to return to the hideout after Faris joins your party.

3 Injured Little Buddy

If you're worried about your Boko, whom you left behind at the cave entrance... well, you should be. Boko disobeyed orders and followed you into the monster-infested cave. A return visit to the pirate hideout will reveal that Boko was in fact injured, but is now in the capable hands of the resident pirate doctor.

Wind Shrine



nce Faris joins your party, he'll guide you by boat to the Wind Shrine. (You can first visit the town of Tule by boat to stock up on Potions, weapons, and armor.) The once-peaceful shrine is now crawling with monsters—your party must fight its way to the top floor to find Lenna's father and learn what destiny awaits the Warriors of Light.

WORLD MAP: NORTHEAST



MONSTERS

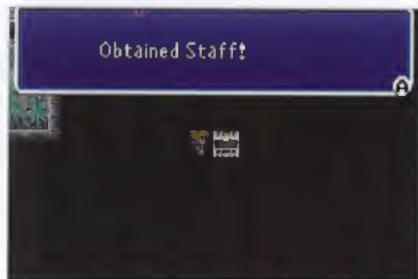
NAME	HP	WEAK VS.
Black Goblin	20	—
Mani Wizard	20	—
Moldwynd	20	—
White Serpent	25	Ice

1 Visit the King

Just left of the Wind Shrine entrance, enter the room to speak with King Tycoon's men and learn your mission. The pot in the lower portion of the room will restore your party's health and revive KO'd allies, while the soldier next to it will give you five Potions to take on your quest.

2 Staff Contact

After defeating the Wing Raptor, head up the stairs to the Wind Shrine's fourth floor. At first glance, the floor appears to be devoid of treasure; but a secret passage in the south-east corner of the room will prove otherwise. Follow the dark path starting in the room's southeastern corner to fetch a free Staff.

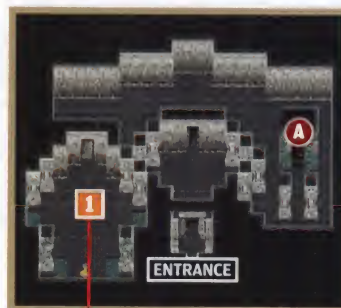


The Staff will not be an effective weapon in the Wind Shrine, but it will be useful when you learn to change jobs.

3 Six New Job Classes

On the top floor of the Wind Shrine, you'll find the Wind Crystal broken into six fragments, each representing a job class that any of your four party members can assign. This first set of jobs includes Knight, Monk, Thief, White Mage, Black Mage, and Blue Mage. Understanding the job-changing system is vital to your success, so listen to the Chocobo's tutorial carefully, and experiment often with jobs and abilities. (See pages 16-30 for detailed information regarding jobs and abilities.)

1ST FLOOR



POTION x 5

2ND FLOOR



3RD FLOOR



3RD FLOOR

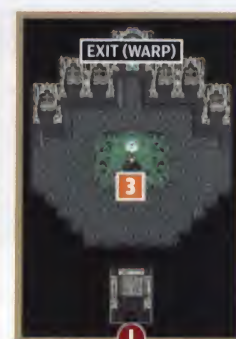


BROADSWORD

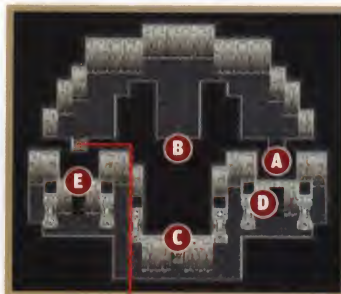
3RD FLOOR



LEATHER CAP



2ND FLOOR



TENT

4TH FLOOR



STAFF

➤ Wing Raptor

The Wing Raptor is camped out near the entrance to the fourth floor, and is fairly easy to defeat—with the right weapons, that is. Attack the beast with Broadswords while its wings are open. When it closes its wings, leave it alone or you'll meet with a nasty counterattack. Use the downtime to give healing Potions to injured party members.



The beastly bird's Breath Wings attack will do damage to the entire party. Try to take out the Wing Raptor before it can use the attack. You'll earn a valuable Phoenix Down for the win.

STATUS

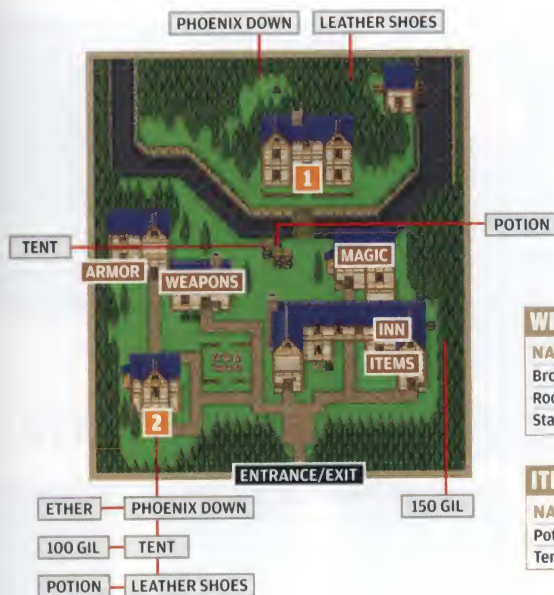
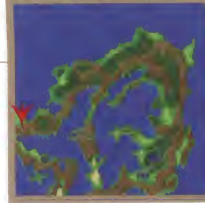
HP	250
EXP	—
Gil	—
STR	7
DEF	—
Weak Vs.	—

Tule



ou can visit the lively town of Tule as soon as you have access to the high seas. Your main reason for visiting Tule will be to obtain the key to Torna Canal from Zok, but you can also talk to the townspeople, rest at the inn, and stock up on supplies at the town's four shops.

WORLD MAP: NORTHEAST



1 Key to Torna Canal

Zok, an old family friend of Lenna's and builder of the Torna Canal, lives in the north part of town. At first, Zok will claim that he lost the key to the canal, but after a good night's sleep, he'll hand it over reluctantly.

2 Learning Is Fun

Greenhorn's Club, in the southwest corner of town, is chock-full of treasure and information. If you're still a little hazy regarding jobs and abilities, speak with the old folks inside for a refresher course.

WEAPONS

NAME	PRICE
Broadsword	280
Rod	200
Staff	200

ARMOR

NAME	PRICE
Leather Armor	80
Leather Cap	50
Leather Shield	90

MAGIC

NAME	PRICE
Blizzard	150
Cure	180
Fire	150
Libra	80
Poisona	90
Thunder	150

ITEMS

NAME	PRICE
Potion	40
Tent	250

Torna Canal



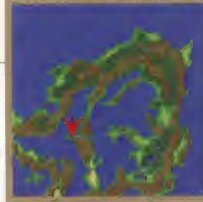
ue east of Tule, you'll find Torna Canal. Use Zok's key to enter, then make the quick journey through the canal by boat. Before you know it, your boat will get caught in a whirlpool, and you'll battle Karlabos from the ship's deck.

RECOMMENDED JOBS:

WHITE MAGE, BLACK MAGE

Purchase Lightning magic from the shop in Tule, and change one party member to a Black Mage to use it.

WORLD MAP: NORTHEAST



MONSTERS

NAME	HP	WEAK VS.
Octokraken	60	—
Sucker	50	Lightning

➤ Karlabos

Karlabos is best defeated using Thunder magic from a Black Mage, though it is not the only way to take the beast down. Have a White Mage on hand for healing, and watch out for Karlabos's Tail Screw attack, which diminishes its victim's HP.



STATUS

HP	650
EXP	—
Gil	—
STR	10
DEF	—
Weak Vs.	Lightning

Ship Graveyard

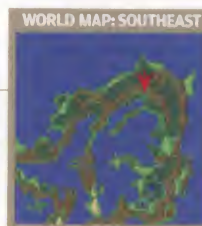


n case the Ship Graveyard's monsters are overwhelming you, there are two spots in which you can rest any time to replenish health—one on your own ship, and another near the save point. Before leaving, be sure to pick up the World Map item in the room just before the three chests.

RECOMMENDED JOB:

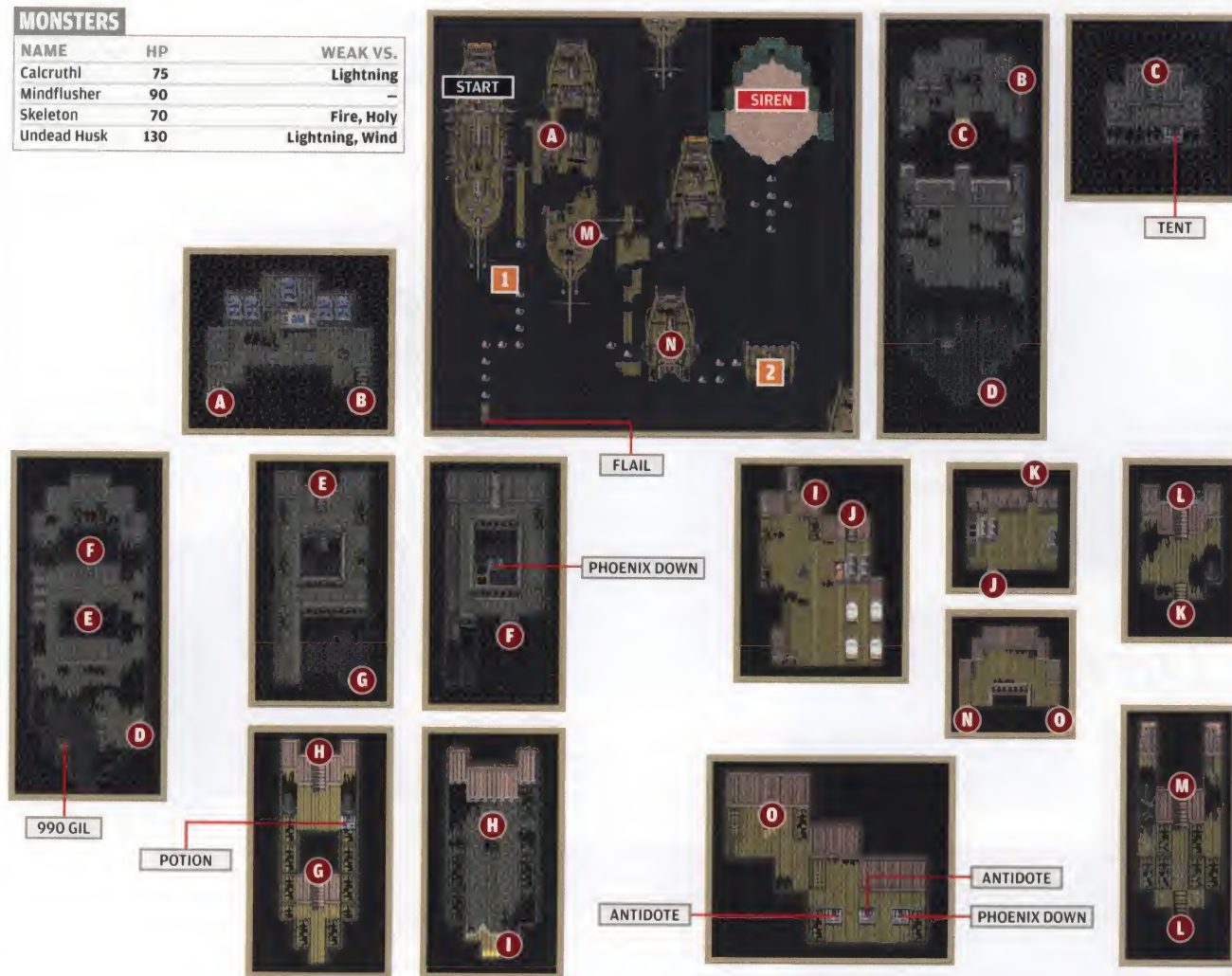
WHITE MAGE

A White Mage (or someone who has the White ability) will prove invaluable in the Ship Graveyard. Not only can he heal injured party members, but he can cast Cure on certain enemies (including the boss) to inflict damage.



MONSTERS

NAME	HP	WEAK VS.
Calcruthl	75	Lightning
Mindflusher	90	—
Skeleton	70	Fire, Holy
Undead Husk	130	Lightning, Wind



1 Flail Around

Step south to the end of the plank. It will look like a dead end, but if you take a leap of faith, a rock path that leads to a Flail will rise.

2 Chest Rising

The treasure chest near the end of the ship graveyard does not include any treasure, but opening it will trigger the remainder of the ship you're on to rise from the water, clearing a path to shore.

➤ Siren

The Siren will change between two forms. While she's in her first form, pummel her with physical attacks. When she changes to her undead form, cast Cure and Fire for massive damage, and have your non-magic users heal by using Potions.



STATUS

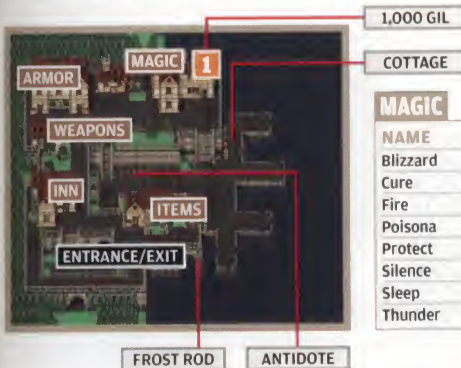
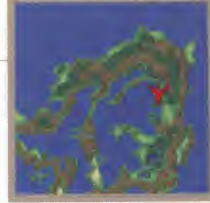
HP	900
EXP	—
Gil	—
STR	15
DEF	—
Weak Vs.	—

Carwen



The town of Carwen will be a relief after your long journey through the ship graveyard—but your stay will be short. After you stock up on supplies, rest at the inn, and speak with the man in the pub, it's onward to North Mountain. Since the northeast dock is not accessible on your first visit, be sure to return to Carwen later to pick up the 1,000 gil.

WORLD MAP: NORTHEAST



1,000 GIL

COTTAGE

MAGIC

NAME	PRICE
Blizzard	150
Cure	180
Fire	150
Poisona	90
Protect	280
Silence	280
Sleep	300
Thunder	150

ITEMS

NAME	PRICE
Antidote	30
Eye Drops	20
Gold Needle	150
Maiden's Kiss	60
Mallet	50
Phoenix Down	1,000
Potion	40
Tent	250

1 Dragon Spotting

A man on the second floor of the pub swears he saw a dragon near North Mountain. Knowing that this is really Hiryu, King Tycoon's Wind Drake, your next destination is now clear.

WEAPONS

NAME	PRICE
Dagger	300
Long Sword	480
Rod	200
Staff	200

ARMOR

NAME	PRICE
Bronze Armor	400
Bronze Helm	250
Bronze Shield	290
Copper Cuirass	350
Cotton Robe	300

North Mountain



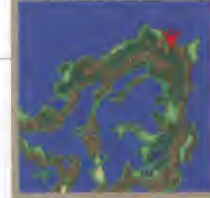
Although the view is stunning, North Mountain is no walk in the park. Monsters are everywhere, including a nasty pair of bosses near the peak. But scaling the mountain successfully will earn you lots of experience, and a new means of travel on the overworld map.

RECOMMENDED JOBS:

BLACK MAGE, THIEF

Lightning and Fire from a Black Mage will be useful against the monsters of North Mountain, as will the unique abilities of a Thief.

WORLD MAP: NORTHEAST



1 Pass on Grass

As you get closer to the summit of North Mountain, you'll start seeing bits of purple foliage here and there. These plants will poison and damage your party members severely, so avoid them like the plague.

2 I Believe I Can Fly

After you defeat Magissa and Forza, head to the highest level of North Mountain to find King Tycoon's injured Wind Drake, Hiryu. Lenna will save the beast, then it will lend you its wings for air travel.



MONSTERS

NAME	HP	WEAK VS.
Cockatrice	100	—
Gaelicat	100	—
Headstone	50	Lightning
Rock Slug	120	Fire

➤ Magissa / Forza

Because they have no particular weaknesses, the creepy husband and wife are best dealt with using strong magic and attacks. As soon as Magissa summons Forza, focus your attacks on him—he's far more destructive than she.



STATUS

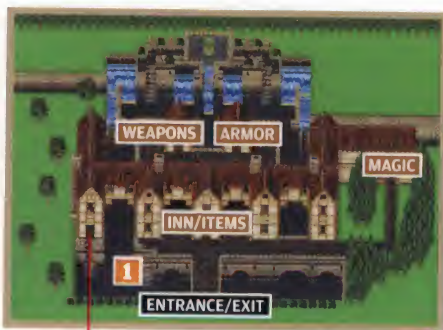
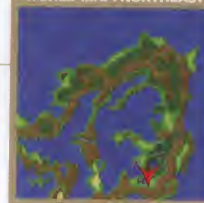
HP	650 / 850
EXP	—
Gil	—
STR	14 / 14
DEF	— / 3
Weak Vs.	—

Walse



everything runs on water in the town of Walse, but at a cost. The king is abusing the power of the Water Crystal, and he must be reasoned with before it shatters like the Wind Crystal did. Before going to the castle to meet with the king, explore Walse and visit the shops to stock up on necessities.

WORLD MAP: NORTHEAST



SILVER SPECS

WEAPONS

NAME	PRICE
Battle Axe	650
Dagger	300
Long Sword	480

ARMOR

NAME	PRICE
Cotton Robe	300
Iron Armor	500
Iron Helm	350
Iron Shield	390
Kenpo Gi	450

MAGIC

NAME	PRICE
Chocobo	300
Haste	320
Mute	320
Regen	100
Remora	250
Slow	80
Sylph	350

ITEMS

NAME	PRICE
Antidote	30
Eye Drops	20
Gold Needle	150
Maiden's Kiss	60
Mallet	50
Phoenix Down	1,000
Potion	40
Tent	250

1 Take a Dip

Just to the left of the entrance to Walse, use the stairs and wade through the water to the house next door. In a pot, you'll find the Silver Specs, a valuable accessory that prevents Darkness when equipped.

Castle Walse



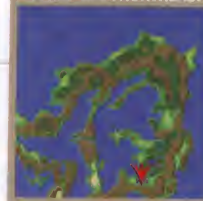
King Walse's castle is your next stop on your quest to save the crystals. On your first visit to Castle Walse, many of the castle's secrets will be beyond your skills. Your best course of action is to simply speak with the king, and return to the castle at a later time to explore its depths.

RECOMMENDED JOBS:

BLACK MAGE, SUMMONER

A Black Mage's ability to cast Fira will be useful in defeating Shiva, as will just about any Summon from a Summoner.

WORLD MAP: NORTHEAST



MONSTERS

NAME	HP	WEAK VS.
Elf Toad	160	Ice
Ice Commander	600	Fire
Ice Soldier	160	Fire
Jackanapes	666	—

1 An Audience with the King

Though his intentions are good, King Walse is putting the Water Crystal in danger by amplifying its power. Head to the king's chamber to speak with him—he won't be receptive at first, but a giant meteorite falling from the sky will cause him to change his tune. Follow the king to the Tower of Walse (see page 40), and return to the castle afterward.

2 Beware the Werewolf

Down in Castle Walse's jail, a locked-up werewolf will ask you to release him—don't be fooled. You will gain nothing for your kindness but a brief stint in prison yourself. Also, releasing the wolf would come back to haunt you later in the game—you'd miss out on certain treasures (such as the Blitz Whip in Jachol Cave) because the wolf got to them first.

3 Avoiding Death

The treasure-filled room through the door marked H contains a major obstacle that goes by the name Jackanapes. The powerful monster will try his best to keep you from getting your hands on the room's treasure. Jackanapes is beatable, but not on your first visit to Castle Walse. To get the treasure without fighting Jackanapes, use the Thief's Flee ability repeatedly—Jackanapes won't be able to get a hit in.

4 The Path to Shiva

Castle Walse is home to Shiva, a monstrous ice goddess that will grant you the power to summon her—if you can defeat her first, that is. Attempting to fight Shiva before your party can cast Level 2 Fire magic will likely prove disastrous. Your best bet is to return to the castle a little later in the game, when your party is around level 12—you shouldn't have a problem defeating her then. To reach Shiva's lair, you must travel through the castle's Watertower. To get to the Watertower, follow map points A, B, C, and D to the secret entrance under the waterfall.



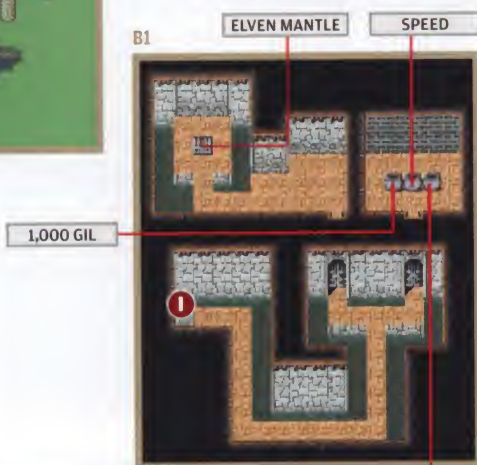
THRONE ROOM



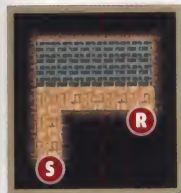
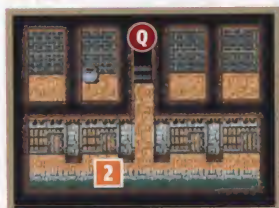
KING'S CHAMBER



1ST FLOOR



DUNGEON



WATERTOWER - 1ST FLOOR



WATERTOWER - 2ND FLOOR



WATERTOWER - 3RD FLOOR



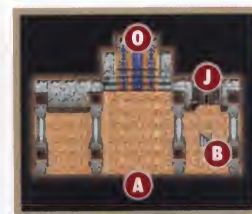
WATERTOWER - 4TH FLOOR



3RD FLOOR



2ND FLOOR



3RD FLOOR



2ND FLOOR



STOREHOUSE



490 GIL

TENT

PHOENIX DOWN

Shiva

Fighting Shiva is not required, but you'll want to take her on as soon as your party is capable—the Summon you'll be rewarded with is well worth the effort. Shiva and her cohorts are weak to anything Fire-based, from Fire magic to blows from a Fire Rod.



Shiva will cast Blizzara over and over again on your party, usually hitting multiple members. Take her Ice Commanders out first, then focus your attacks on the goddess herself.

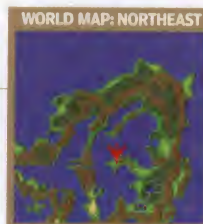
STATUS

HP	1,500
EXP	—
Gil	—
STR	40
DEF	—
Weak Vs.	Fire

RECOMMENDED JOBS:

WHITE MAGE, BLUE MAGE

The Blue Mage's Learning ability will save you much grief in the Tower of Walse. Use it to learn Pond's Chorus—a spell that will be effective against Garula.



NAME	HP	WEAK VS.
Elf Toad	160	Ice
Ice Soldier	160	Fire
Pas de Seul	280	Lightning
Ricard Mage	100	—
Wyvern	200	—

Be sure you have a Blue Mage in your party. Set his ability to Learning, then enter a random battle against an Elf Toad. Kill all enemies except one Elf Toad, then wait—the lone Elf Toad will cast a spell called Pond's Chorus, which a Blue Mage can learn. Pond's Chorus will be incredibly useful against Garula, the boss in the Tower of Walse.

Two rooms in the Tower of Walse have vines that you can climb to reach certain treasures. On the fourth floor, enter the water and climb the vine to reach a Silk Robe. On the eighth floor, climb the vine marked I first to reach the Silver Armlet, then the J vine to move on to the boss.

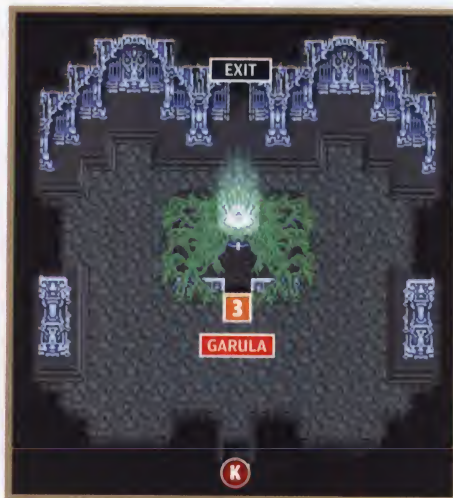


Garula is a very powerful boss with a major weakness. First cast Silence on the beast, then have your Blue Mage cast Pond's Chorus. It may take a couple of tries, but once it sticks, Garula will turn into a toad and the fight will be all but finished.



HP	1,200
EXP	—
Gil	—
STR	15
DEF	7
Weak Vs.	—

Once Garula is no more, you'll witness the shattering of the Water Crystal. Walk around and pick up the crystal fragments to learn the jobs Berserker, Time Mage, Mystic Knight, Summoner, and Red Mage. You'll notice a sixth crystal shard in an unreachable location. You can't retrieve it now, but you'll be able to much later in the game (see page 79).



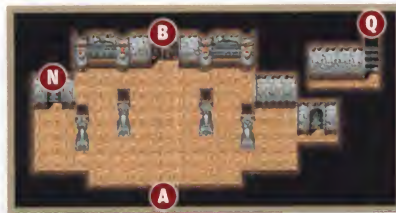
Castle Tycoon



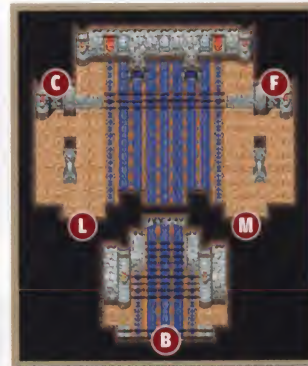
efore rushing off to Karnak through the meteorite warp, head southwest of Walse using your Wind Drake to pay a visit to Lenna's home, Castle Tycoon. The massive castle is full of useful weapons and items, and the visit will trigger some interesting story scenes as well.



1ST FLOOR



THRONE ROOM



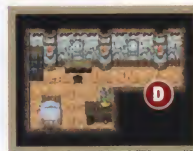
2ND FLOOR



1ST FLOOR



LENNA'S ROOM



KING'S CHAMBER



2ND FLOOR



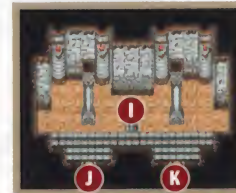
3RD FLOOR



4TH FLOOR



5TH FLOOR



ROOM



ROOM



COTTAGE

ETHER

ELIXIR

PHOENIX DOWN

STOREHOUSE



COTTAGE

COTTAGE

ELIXIR

PHOENIX DOWN

ETHER

SHURIKEN

ASHURA

DIAMOND BELL



EAST TOWER



1 A Trick of the Eye

To reach the door marked T and retrieve a couple of Cottages, just walk right into the courtyard wall east of the castle's main door. The passage runs behind a wall—you just can't see it from your vantage point.

2 Princess Perks

Because of Lenna's princess status, you'll be given access to a special room that contains three powerful weapons. From the courtyard, find your way through the door marked S' then hit the switch on the wall to open a secret passageway.

Karnak



fter clearing the Tower of Walse, enter the meteorite crash site to warp to a new continent. Karnak, home of the Fire Crystal, will now be accessible from the world map. But Karnak's populace isn't fond of visitors. You'll be arrested and rushed off to prison soon after setting foot in the town.

WORLD MAP: NORTHWEST



1 One-Time-Only Sale!

Though the magic shop will be closed on your first visit to Karnak, the armor and weapon shops will have some ridiculously cheap prices due to the town's abuse of the Fire Crystal. Unfortunately, you'll be arrested after buying only one item. So purchase something nice, like a Mythril Hammer or a Mythril Sword—the next time you visit Karnak, the prices will be much higher (see the charts to the right).

ARMOR

NAME	PRICE
Mythril Armor	700
Mythril Gloves	600
Mythril Helm	550
Mythril Shield	590
Plumed Hat	350
Silver Armlet	500
Silver Plate	600
Silk Robe	500

WEAPONS

NAME	PRICE
Flail	780
Flame Rod	750
Frost Rod	750
Mythril Hammer	1050
Mythril Knife	450
Mythril Sword	880
Thunder Rod	750

MAGIC

NAME	PRICE
Blizzara	600
Blizzard	150
Confuse	650
Cura	620
Cure	180
Fira	600
Fire	150
Gravity	620
Haste	320
Libra	80
Mute	320
Poison	290
Poisona	90
Protect	280
Raise	700
Regen	100
Silence	280
Sleep	300
Slow	80
Stop	580
Thundara	600
Thunder	150

ITEMS

NAME	PRICE
Antidote	30
Eye Drops	20
Gold Needle	150
Maiden's Kiss	60
Mallet	50
Phoenix Down	1,000
Potion	40
Tent	250

Fire-Powered Ship



he fire-powered ship is a maze of one-way doors, pits, elevators, and conveyor belts. Use the maps on the following pages to find your way through, and don't be afraid to backtrack to get all of the ship's treasures. When you're ready to take on the boss, Liquid Flame, enter the door marked W.

RECOMMENDED JOB:

BERSERKER

While Ice attacks are clearly your best offense on the fire-powered ship, the neutral Berserker is also surprisingly effective, especially when equipped with the Mythril Hammer (which can be purchased in Karnak).

WORLD MAP: NORTHWEST



MONSTERS

NAME	HP	WEAK VS.
Crew Dust	240	Ice, Wind, Water
Defeater	260	Ice
Motor Trap	240	Lightning
Poltergeist	240	Wind, Water

1 I'm Blind!

Crew Dust enemies will cast a nasty spell called Flash if you don't defeat them quickly. Flash will permanently blind most of your party. Bring along a healthy stock of Eye Drops (available at the item shop in Karnak), and equip a party member with the Silver Specs accessory (found in Walse) to cancel the spell's effect.

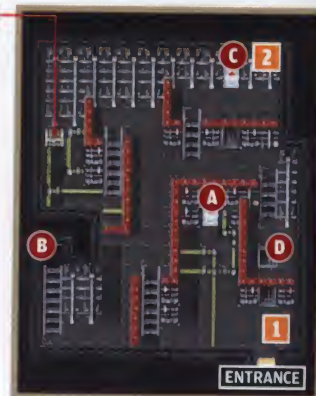
2 Elevator Action

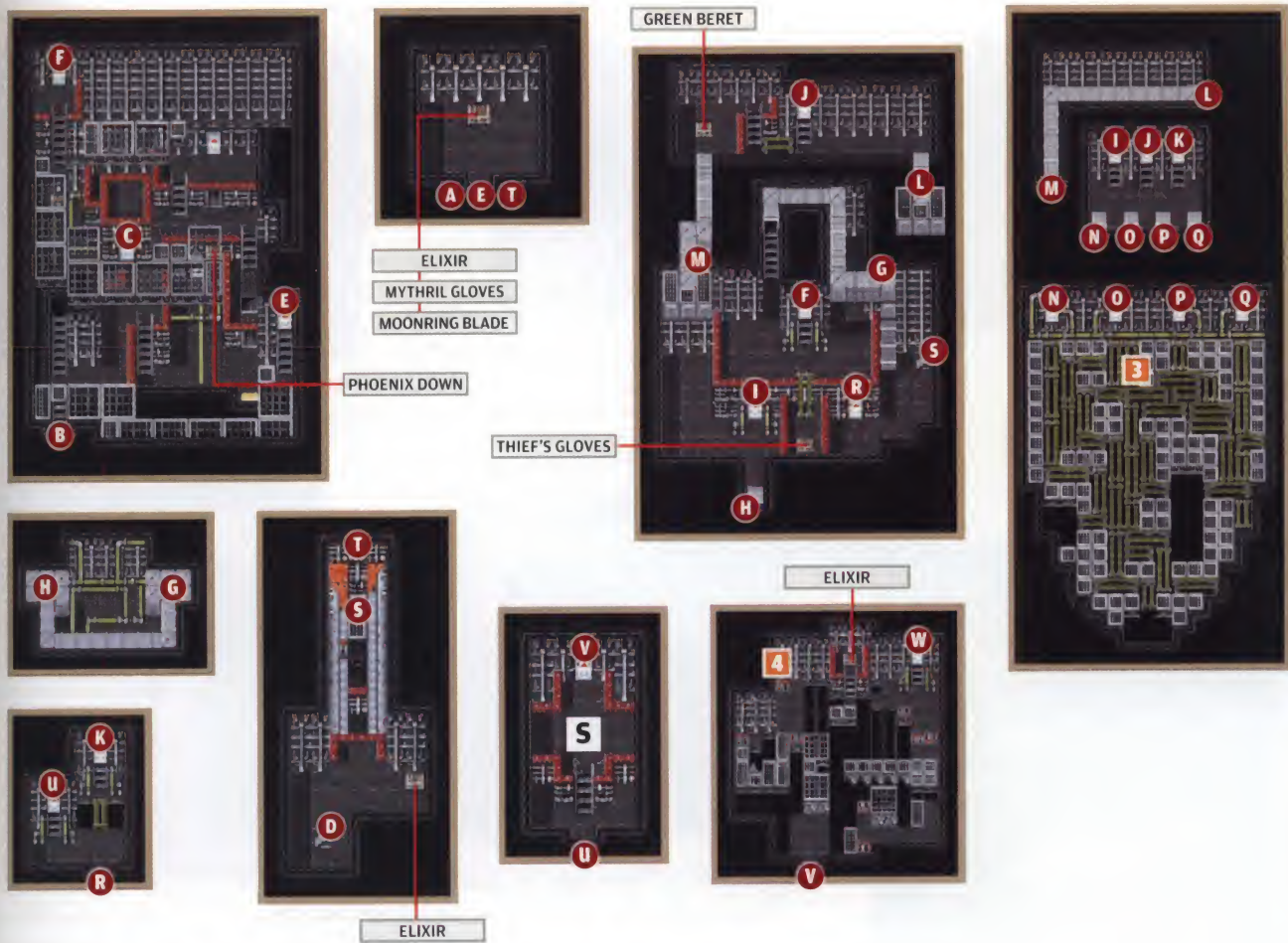
There are four elevators on the fire-powered ship, through doors C, F, I, and K. Simply activate the lever just inside an elevator door to reach the next area.

3 Mind Your Ps and Qs

When you reach the room that contains four shafts (just above the conveyor room), avoid shaft N altogether. Shafts P and Q will lead to treasure chests, and shaft O will lead to the ship's boss.

COTTAGE





4 Strategic Leverage

The final room before the crystal chamber is full of levers and moving platforms. The order in which you'll need to trigger the platforms is fairly intuitive, but pay close attention to how the switches correspond with the platforms, or you're likely to get stuck. To reset the platform locations, just re-enter the room.

➤ Liquid Flame

Liquid Flame is susceptible to Ice attacks most of the time. Pound the boss with Blizzara magic, or Ice-based weapons like the Frost Rod. When Liquid Flame changes its form to the shape of a giant hand, switch to neutral physical attacks to inflict major damage.



Liquid Flame's third form—a fiery cyclone—allows the boss to evade many attacks. If you've acquired the Shiva Summon, unleash it.

STATUS

HP	3,000
EXP	—
Gil	—
STR	18
DEF	—
Weak Vs.	Ice

Karnak Castle



our first visit to Karnak Castle will be uneventful. After you clear the fire-powered ship, however, Karnak Castle will be on the verge of exploding, and chock-full of monsters. After your battle with Liquid Flame, you'll have only 10 minutes to escape the castle before being buried forever in its rubble.

RECOMMENDED JOB:

TIME MAGE

Use a Time Mage to cast Haste on your party members—this can speed things up a bit as you're racing the clock to escape from Karnak Castle.

WORLD MAP: NORTHWEST



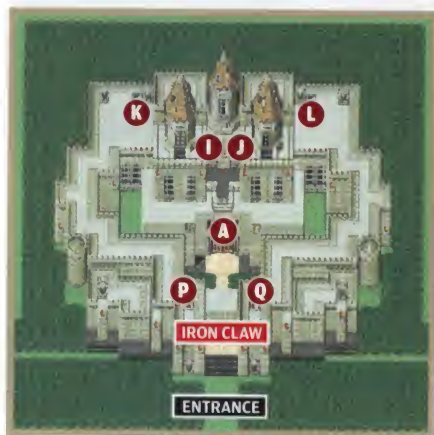
MONSTERS

NAME	HP	WEAK VS.
Cur Nakk	140	—
Gigas	760	—
Sergeant	400	—
Sorcerer	350	—

1 Start Things Off Right

As soon as the Fire Crystal shatters, you'll be dropped into Karnak Castle with only 10 minutes to get out. The timer will begin counting down immediately, and you'll have no way to pause. Don't panic—save your game first, then head through the door labeled N. Not only will the pot in the next room rejuvenate your party; it will also stop the clock as long as the blue dialogue box is open, giving you a chance to study the maps in this guide and get your bearings.

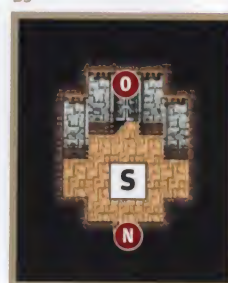
HP and MP restored!
All status ailments removed!
KO'd allies revived!



B6



B5



2 Every Second Counts

The random monsters of Karnak Castle can be huge time-killers. One of the most common groups you'll encounter consists of a Sergeant and three Cur Nakks. The Sergeant won't allow you to use the Escape command, so oblige his request that you "bring it" and send your attacks his way. As soon as he's defeated, the Cur Nakks will flee one by one, shaving some time off what would be a lengthy battle otherwise.

CRYSTAL CHAMBER



B4



2ND FLOOR



1ST FLOOR



B1



ELIXIR

MAIN GAUCHE

2ND FLOOR



1ST FLOOR



B1



ELVEN MANTLE

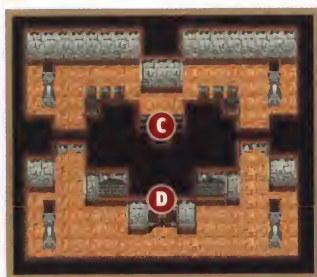
B3



RIBBON

SHURIKEN

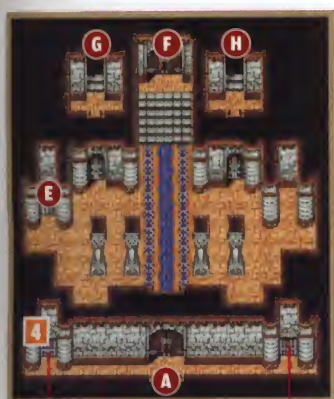
B2



B1



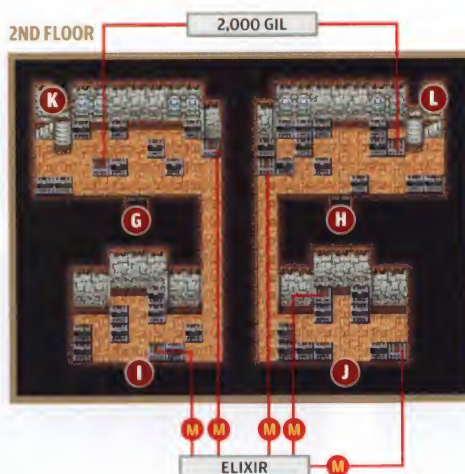
1ST FLOOR



ESUNA

LIGHTNING SCROLL

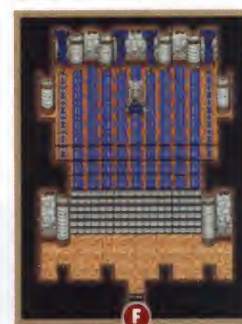
2ND FLOOR



2,000 GIL

ELIXIR

QUEEN'S CHAMBER



3 Chest Pains

Valuable items lie within the chests of Karnak Castle, but getting them all is near impossible due to the time limit. And to make things more frustrating, most of the chests have monsters inside (noted by the **M** on the maps). Use the maps to plot a course through Karnak Castle and acquire the items you desire; avoid empty areas such as the Queen's Chamber and be sure to save a couple of minutes for the boss battle.

4 Don't Miss Esuna

Of all the treasures in Karnak Castle, the one to make sure you don't miss is the White-magic spell Esuna. It removes almost all status effects from a selected ally—an ability that will prove incredibly useful throughout the game.

➤ Iron Claw

As soon as you step through the castle's main door, you'll encounter what seems to be a familiar random battle with a Sergeant and three Cur Nakks. But the Sergeant is really an Iron Claw in disguise. Still, your strategy should be the same—focus your strongest attacks on the Sergeant first, and keep an eye on the dwindling clock.



If your assault on the Sergeant-in-disguise is strong enough, you can take him out before he changes form and avoid Iron Claw's devastating special attacks.

STATUS

HP	900
EXP	40
Gil	100
STR	21
DEF	20
Weak Vs.	—

Library of the Ancients



South of Karnak you'll find the legendary Library of the Ancients, full of books and scholars to study them. But something is amiss—monsters have overrun the lower floors, and Cid's grandson Mid has gone missing. Head downstairs to learn the truth.

RECOMMENDED JOB:

SUMMONER

You'll learn the Ifrit Summon about halfway through the library, so make sure you have a Summoner in your party when you reach Byblos, the library's boss.

WORLD MAP: NORTHWEST



MONSTERS

NAME	HP	WEAK VS.
Page 128	700	Fire
Page 256	900	Fire
Page 32	480	Fire
Page 64	500	Fire

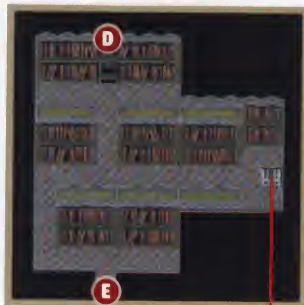
1 Interesting Reads

On the roof of the library, a fellow will tell you that some of the library's books are possessed. Of the three books on the roof, the one on the right contains monsters that you must fight.

ROOF



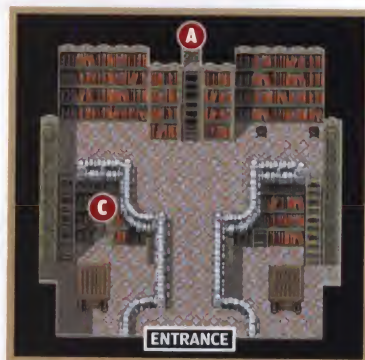
B1



ETHER

2 Incomplete Tome

On the library's second floor, a scholar is studying a tome that is missing about half its pages. You cannot read the tome at this time, but make a mental note of its location—it will be important later.



B1



B1



NINJA SUIT

3 Step on a Crack...

When you enter floor B1, you'll notice a crack to the far right of the room. To reach it, you must navigate through the aisles, which will shift positions depending on where you step. Keep an eye out for ladders and crawlspaces, and find your way to the crack to reveal an exit.

2ND FLOOR



B1



B1



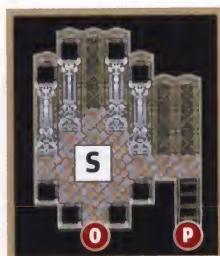
4 Ifrit's Presence

Once you pass through the door marked G, a moody bookshelf will halt your progress—until you harness the power of Ifrit, that is. Take the passage marked F to reach Ifrit's lair. Once you defeat Ifrit, return to the bookshelf to pull rank and pass at will.

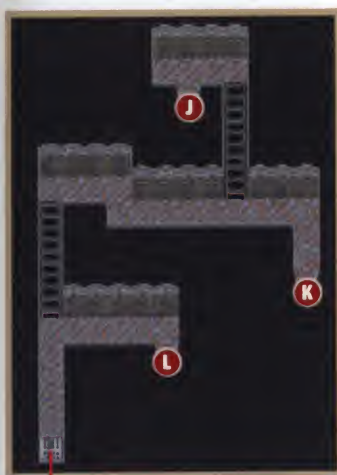
B1



B1



B1



B1



PHOENIX DOWN

➤ Ifrit

Fighting Ifrit is not optional—you'll need his power to proceed through the library. If you have acquired the Shiva Summon from Castle Walse, Ifrit should be a breeze. Heal your entire party after his Blaze attack, then pummel Ifrit using Shiva's Diamond Dust along with Ice spells.



STATUS

HP	3,000
EXP	—
Gil	—
STR	29
DEF	10
Weak Vs.	Ice, Water

➤ Byblos

Byblos will gain an early advantage by attacking your party from behind, so waste no time. Summon Ifrit, and cast Fira using a Black Mage. The beast will attack individual party members, reducing their HP to 1, so have a White Mage on hand to heal each party member as soon as he is hit.



STATUS

HP	3,600
EXP	—
Gil	—
STR	30
DEF	10
Weak Vs.	Fire, Holy

Jachol



After you defeat Byblos in the Library of the Ancients, head back to the pub in Karnak to rendezvous with Cid and commandeer the fire-powered ship. The ship opens up a number of new areas, including the town of Jachol. To reach Jachol, sail south from Karnak along the coastline until you reach Jachol Cave—just east of the cave lies the town.



WEAPONS

NAME	PRICE
Ashura	5,800
Coral Sword	2,800
Mage Masher	900
Ogre Killer	3,200
Silver Bow	1,500
Trident	2,700

ARMOR

NAME	PRICE
Green Beret	2,500
Ninja Suit	3,000
Sage's Surplice	1,000

ITEMS

NAME	PRICE
Antidote	30
Eye Drops	20
Gold Needle	150
Maiden's Kiss	60
Mallet	50
Phoenix Down	1,000
Potion	40
Tent	250

MAGIC

NAME	PRICE
Confuse	650
Cura	620
Cure	180
Libra	80
Poisona	90
Protect	280
Raise	700
Silence	280

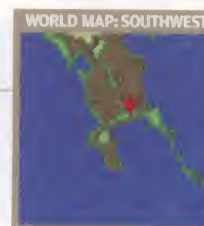
1 Meet the Locals

Aside from purchasing newly available weapons and armor, there's not much to do in Jachol but listen to what the townsfolk have to say. Talk to everybody, young and old, to gather information regarding Jachol Cave and the far-off Crescent Island.

Jachol Cave



Jachol Cave has been ransacked by adventurers from the nearby town, but it's still got a few treasures within its caverns. To collect the loot, you'll have to deal with the cave's infestation of squirrel-like monsters. Nutkins are no problem, but their look-alike cousins—Skull Eaters—will wreak havoc on your party. Use the Thief's Flee ability or a Ninja's Smoke ability to escape hairy situations.



MONSTERS

NAME	HP	WEAK VS.
Nutkin	20	-
Skull Eater	1	-

1 Fun with Switches

Skull-shaped switches open and close pathways throughout Jachol Cave. Press the switch just southwest of the entrance, then head to the room's southern hall. Numerous switches line the wall, but only one of them works. Walk down the hall and wait for the decoy switches to disappear, then trigger the real one.

2 More than a Chest

A locked door leads to the cave's second main area. To unlock it, check the seemingly empty treasure chest nearby—there's a switch inside.

3 Breath of Fresh Air

In the cave's second area, you'll reach what seems to be a dead end, but you can actually climb the wall to reach a small enclosed area on the overworld map. If the Skull Eaters have been doing a number on your party, this is a good spot to use a Tent. When you reach the merged world much later in the game, return to this area to find a castle.



4 Skeletons in the Closet

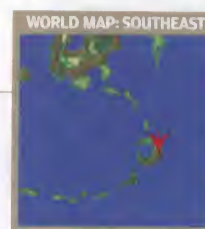
Remember the wolf thief from Castle Walse? If you followed the strategy on page 38 of this guide and left him be, you'll find a Blitz Whip in one of Jachol Cave's treasure chests. If you didn't, you'll find a letter from the thief that serves no purpose but to rub in the fact that you missed out on a free Blitz Whip.



Crescent



As soon as you set foot in the town of Crescent, you'll lose your fire-powered ship in an earthquake. But don't fret—once your business is finished in town, head south to the Black Chocobo Forest. When you catch the rare Black Chocobo, you'll be rewarded with two new jobs—Ranger and Bard—as well as a new form of transport. Black Chocobos can fly just about anywhere on the world map, with only two stipulations: they cannot fly over high mountains (signified by snowcaps), and they can land only in forest areas.



WEAPONS

NAME	PRICE
Flame Bow	2,500
Frost Bow	2,500
Silver Harp	800
Thunder Bow	2,500

ARMOR

NAME	PRICE
Plumed Hat	350
Sage's Surplice	1,000

ITEMS

NAME	PRICE
Antidote	30
Eye Drops	20
Gold Needle	150
Maiden's Kiss	60
Mallet	50
Phoenix Down	1,000
Potion	40
Tent	250

MAGIC

NAME	PRICE
Blizzara	600
Blizzard	150
Fira	600
Fire	150
Poison	290
Sleep	300
Thundara	600
Thunder	150

1 Piano Man

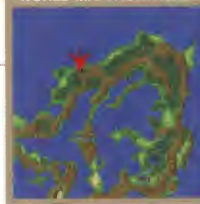
Stop by the musician's pad in the southeast corner of Crescent and play his piano. He'll be so impressed with your music skills that he'll teach you the song "Mighty March." Later in the game, after the worlds merge, return here to learn the song "Sineye Etude."

Lix



artz's hometown of Lix becomes accessible as soon as you have the Black Chocobo. You don't have to visit Lix, but you should. Staying at the inn is free and everything is half off at the item shop—plus you can buy things in Lix that haven't been available elsewhere (such as Ether). And talking to the townspeople will trigger some revealing story scenes involving Bartz's past.

WORLD MAP: NORTHEAST



WEAPONS

NAME	PRICE
Flame Scroll	200
Kunai	600
Lightning Scroll	200
Shuriken	2,500
Water Scroll	200

ARMOR

NAME	PRICE
Green Beret	2,500
Ninja Suit	3,000

ITEMS

NAME	PRICE
Antidote	15
Ether	750
Eye Drops	10
Gold Needle	75
Maiden's Kiss	30
Mallet	25
Potion	20
Tent	125

MAGIC

NAME	PRICE
Esuna	3,000

1 Painful Memories and a Song

Tinkering with the music box in Bartz's childhood home will set off a flashback in which Bartz's mother dies. After the sorrowful display, the Bard that currently resides in the house will give you the song "Alluring Air."

Istory



isiting the sheep-herding village of Istory is optional, but well worth your time. Use the Black Chocobo to get to the far northwest portion of the world map with ease. Aside from learning a new song and a new black-magic spell, you'll have a chance to fight Ramuh on the outskirts of town and learn the power to summon him.

WORLD MAP: NORTHWEST



ARMOR

NAME	PRICE
Angel Ring	50,000
Coral Ring	50,000
Flame Ring	50,000

ITEMS

NAME	PRICE
Antidote	30
Eye Drops	20
Gold Needle	150
Maiden's Kiss	60
Mallet	50
Phoenix Down	1,000
Potion	40
Tent	250

MAGIC

NAME	PRICE
Gravity	620
Haste	320
Mute	320
Regen	100
Slow	80
Stop	580

2 Sheep with Attitude

The sheep pen to the north of town has a bad apple. Stand directly behind the grumpy sheep in the top-left corner and press A—it will send you flying over the fence. Once you're on the other side, speak to the nearby bard to learn the song "Romeo's Ballad."

1 Way of the Toad

In the northwest corner of town, you'll find a flower garden arranged in the shape of a square. Stand over the bottom-right patch of foliage and press A to open a secret hole in the middle of the garden. You'll learn the black-magic spell Toad, which can either inflict Toad status on an enemy or cure an ally of it.

Ramuh

You'll encounter Ramuh randomly in the forest area east of Istory. To defeat him, have a Summoner unleash Ifrit while a Ninja throws Water Scrolls or Fire Scrolls (both of which can be purchased in Lix). Once you've defeated the boss, you must locate the Ramuh item in your item inventory and use it to learn the Ramuh Summon.



STATUS

HP	4,000
EXP	—
Gil	—
STR	27
DEF	20
Weak Vs.	—

Desert of Shifting Sands



nce you've acquired the Black Chocobo in Crescent and rendezvoused with Cid and Mid at the Library of the Ancients, head west by foot to the Desert of Shifting Sands. Cid and Mid will meet you there, and summon the Sandworm for you when you're ready.

RECOMMENDED JOB:

BLUE MAGE

In the small patch of desert on the overworld map between Karnak and the Library of the Ancients, you might encounter a difficult enemy called Dhorme Chimera. Learn its Aqua Breath attack with a Blue Mage—it will be a vital asset in the Desert of Shifting Sands.

WORLD MAP: NORTHWEST



MONSTERS

NAME	HP	WEAK VS.
Desert Killer	620	Water
Sand Bear	1,000	Water
Sandboil	420	Water

1 Sand Snarl

After you defeat the Sandworm, you must find your way through a maze of moving sand while dealing with the desert's flood of randomly generated enemies. Pay close attention to which direction the sand is moving, and make your way toward the exit as best you can—you'll get there eventually.

➤ Sandworm

The Sandworm has no particular weaknesses and some very nasty attacks. If you have a Blue Mage with the Aqua Breath attack, however, the Sandworm is a piece of cake. One shot with Aqua Breath should take down the beast. (See the Recommended Job tip for info on how to learn Aqua Breath.)



The Sandworm will alternate positions from hole to hole. Aqua Breath will hit all three holes, but if you land a physical attack on an empty hole, the Sandworm will counter with a Gravity spell.

STATUS

HP	3,000
EXP	—
Gil	—
STR	25
DEF	—
Weak Vs.	Water

Gohn, the Town of Ruin



ntil now, sightings of Lenna's father, King Tycoon, have been nothing more than hearsay. But once you reach Gohn, you'll see him for yourself. Aside from the king, the town is completely empty.

WORLD MAP: SOUTHWEST



1 2 3 Just beyond Your Grasp

You'll experience three King Tycoon spottings before you can corner him. Once you set foot in Gohn, walk forward to point 1; you'll see the elusive king, if only for a moment. Continue exploring the town, and you'll spot the king again at one of three places (all marked with 2 on the map). Finally, head toward the ladder in the middle of town for the third spotting, then move up the ladder and approach the king.



Lenna: Father!

Catapult



After seeing King Tycoon and falling through a hole in Gohn, you'll warp from the ancient ruins beneath Gohn to the ancient ruins beneath Crescent Island (known as the Catapult). On this leg of the journey, you won't encounter any monsters until you board the airship and face Cray Claw.

WORLD MAP: SOUTHEAST



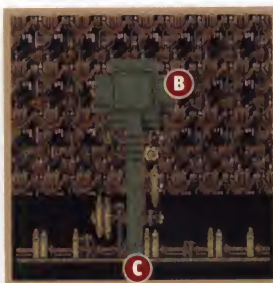
GOHN, B1



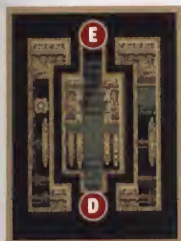
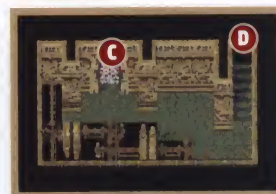
GOHN, B1



PASSAGEWAY



PASSAGEWAY



LIVING QUARTERS



LIVING QUARTERS



LIVING QUARTERS



1 Wild-Goose Chase

When you reach the area through door F, use the beds to rest up a bit, then head to the westernmost room. When you try to pull the switch, you'll be prompted to check the planters in the center room. This kicks off a scavenger hunt. Follow the instructions from point to point until you're directed back to the switch. This time it will work, and you can retrieve the treasure.

SHURIKEN

MINI

Dual Boss Battles

When you reach the fire-powered ship now resting beneath Crescent Island, you'll find an ancient airship alongside it. After Cid and Mid show up and get the airship running, you'll need to fight off Cray Claw to take the ship into the air. When you've won the battle, head back to Gohn to witness the town's resurrection. Return to the Catapult

by landing the airship in the water near Crescent Island, speak with Cid and Mid, then set off for Tycoon Meteorite to fetch some Adamantite. Before you can exit the meteorite with the goods, you'll face another boss—Adamantoise.

➤ Cray Claw

Cray Claw has an attack that will reduce individual party members' HP significantly, so keep a healer at the ready and take the beast down quickly. Thundara magic or the Ramuh summon should do the trick, as will throwing Shurikens or Lightning Scrolls with a Ninja.



STATUS

HP	2,000
EXP	—
Gil	—
STR	37
DEF	25
Weak Vs.	Lightning

➤ Adamantoise

Adamantoise's frequent attacks are potent. If you can, have a White Mage cast Protect and Haste on some of your party members. Ice Scrolls and Shurikens thrown by a Ninja will damage Adamantoise, as will Blizzara magic and the Shiva Summon. Pummel the beast with everything you've got, and keep an eye on your health.



STATUS

HP	2,000
EXP	—
Gil	—
STR	31
DEF	25
Weak Vs.	Ice

Ronka Ruins



nce Cid and Mid have installed the Adamantite on your airship, getting to Ronka Ruins is a breeze—just press A while flying, then select the up arrow. Getting inside Ronka Ruins, however, is another story. You must disable the floating city's weapons system.

RECOMMENDED JOBS:

BLUE MAGE, THIEF

Blue Mages with the Learning ability can learn powerful spells from the defense system's minibosses, such as Missile and Flame Thrower.

WORLD MAP: SOUTHWEST



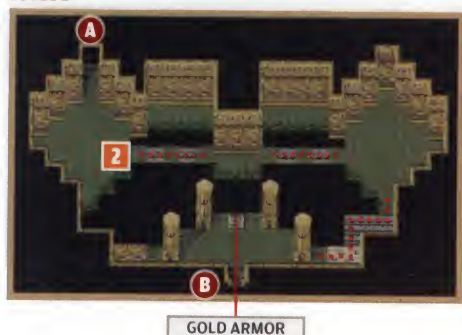
LEVEL 1



MONSTERS

NAME	HP	WEAK VS.
Archeotoad	800	Ice
Enchanted Fan	1,000	—
Flame Thrower	2,400	Lightning
Ghidra	3,000	—
Hydra	2,000	—
Lamia	900	Ice
Ra Mage	760	—
Rocket Launcher	2,500	Lightning
Ronkan Knight	860	—
Stone Mask	450	Lightning

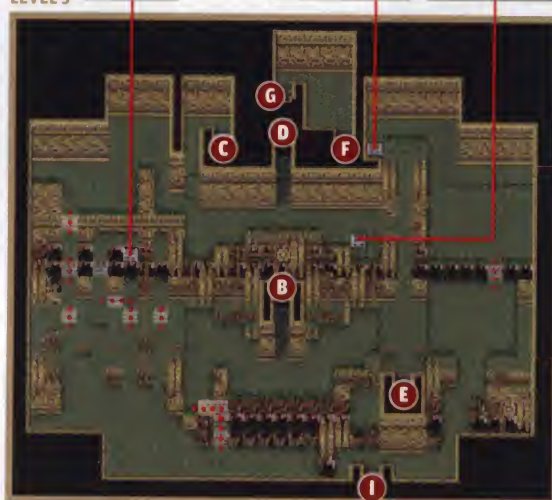
LEVEL 2



LEVEL 2



LEVEL 3



1 Mechanical Minibosses

You'll need to defeat four pairs of minibosses before you can get anywhere near the floating ruins. Approach each enemy in your airship to trigger a battle, and attack with Lightning-based magic and the Ramuh Summon. The Gravity spell from a Time Mage will also be effective. Between each battle, fly your airship off the bottom of the screen to head back to the continent, stay at an inn, and save your game.

➤ Soul Cannon / Launchers

The Soul Cannon and its two attached launchers will spend quite a few rounds charging up a devastating Wave Cannon attack—use the time to hit the enemies with the Ramuh Summon, Thundara magic, Lightning Scrolls or Shurikens thrown by a Ninja, and strong physical attacks.



STATUS

HP	22,500 / 10,800
EXP	40 / —
Gil	100 / —
STR	7 / 7
DEF	5 / —
Weak Vs.	Lightning / —

2 Invisible Walkways

Some levels in Ronka Ruins have invisible walkways. The red dots on the maps above point out their locations.

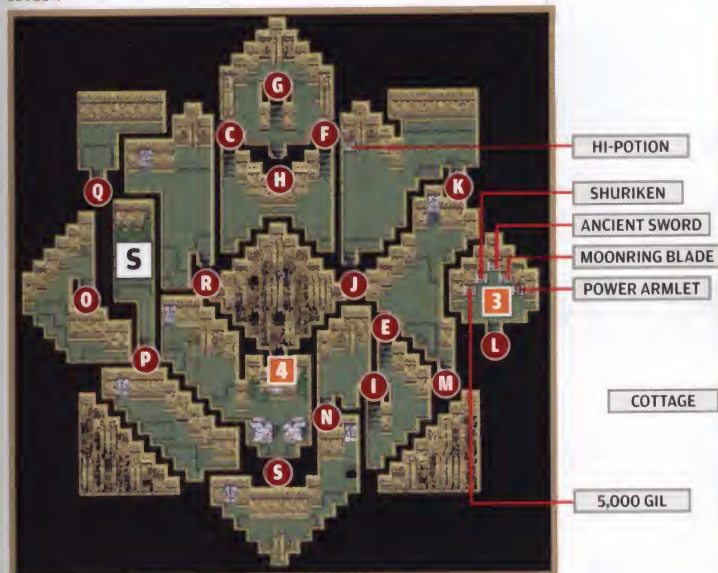


If you have a Thief in your party, the walkways will be partially visible. This perk will be especially useful on the third level of the ruins.

3 A Long Way Down

When you reach the door marked L, you'll enter a room with five treasure chests—but the middle is a trapdoor that will send you down to level 4. Stick to the left wall of the room to retrieve all the treasure, then use the trapdoor as a shortcut if you'd like.

LEVEL 4



4 Stairway to Hell

When you reach the passageway marked R on level four, head through the door just to the left of it. Around the corner, you'll find a switch that will open up a stairway to level 5. Take the stairway to find King Tycoon and the boss of the ruins, Archeoaevs.

LEVEL 5



➤ Archeoaevs

Archeoaevs can change his elemental weakness at will, so using magic attacks will be difficult. Bring a Knight equipped with the Ancient Sword into the battle to inflict serious physical damage. Monks will also be useful in this department, as will Blue Mages if you know the 1000 Needles attack.



STATUS	
HP	1,600
EXP	—
Gil	—
STR	39
DEF	30
Weak Vs.	Wind



The Search for Galuf

After the battle with Archeoaevs, a number of plot points will be revealed, you'll meet Exdeath for the first time, and Galuf will leave your party. Your new goal is to harness the power of the meteorites and travel to Galuf's homeland. Visit the Catapult, where you'll find a letter from Cid on the table near the resting area. Follow the lead to the Tycoon Meteorite to meet up with Cid and Mid. From there go to the Karnak Meteorite, where you'll fight Titan. Once you've defeated Titan and earned the ability to summon him, head southwest to the Gohn Meteorite to fight Manticore. Lastly, pay a visit to the Walse Meteorite and take on the Purobolos. After the three boss battles, Cid and Mid will have what they need to activate a warp that will take you to another world.

➤ Titan

Before heading to the Karnak Meteorite, stop by North Mountain and have a Beastmaster catch a Gaelicat. This will give you Float, which will protect you from Titan's Earth Shaker attack.



STATUS	
HP	2,500
EXP	—
Gil	—
STR	45
DEF	10
Weak Vs.	—

➤ Manticore

Two attacks that will devastate Manticore before it even has a chance to attack you are a Samurai's Zeninage ability and a Blue Mage's Missile attack (learned outside of Ronka Ruins).



STATUS	
HP	3,300
EXP	—
Gil	—
STR	40
DEF	10
Weak Vs.	—

➤ Purobolos

The Purobolos can revive themselves after they die, so counter this by casting Silence on the lot of them. After that, one shot from a Samurai's Zeninage should take them all out.



STATUS	
HP	1,500
EXP	—
Gil	—
STR	45
DEF	—
Weak Vs.	—

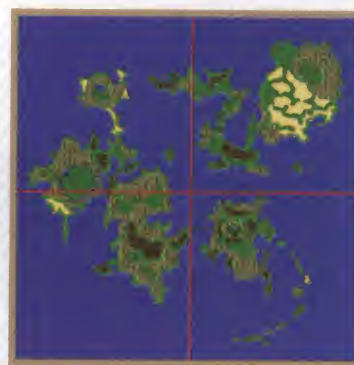
A New World



As soon as you enter the warp and leave your world, there is no going back. In many ways, the new world will feel similar to your own—there are mountains, forests, towns, monsters, and many other familiarities. But when your party finds itself stranded on a tiny island only to be abducted by an agent of Exdeath, you'll begin to see how different from your home Galuf's homeworld really is.



Use a Tent on the remote island to trigger the first series of events in the new world.



Castle Exdeath ~ Big Bridge



Galuf will be your sole party member for the first leg of Castle Exdeath. When you first enter the castle, check the treasure chest to the east to collect your companions' belongings, then go through the door marked A to save your game and replenish your health. From that point on, your goal is to rescue your friends and reunite the Warriors of Light.

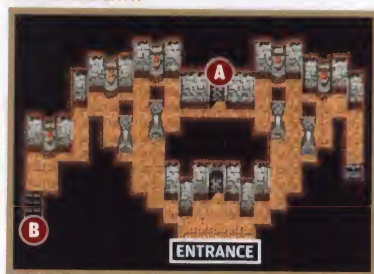
WORLD MAP: SOUTHEAST



MONSTERS

NAME	HP	WEAK VS.
Flying Killer	300	—
Little Chariot	480	Lightning
Marrow	400	Lightning
Neo Garula	980	—
Shell Bear	380	—
Tarantula	200	Ice

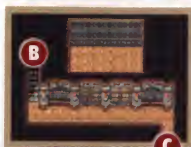
CASTLE EXDEATH



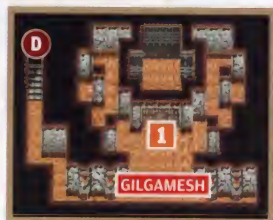
CASTLE EXDEATH - B2



CASTLE EXDEATH - B1



CASTLE EXDEATH - B3



BIG BRIDGE - CONTROL ROOM



BIG BRIDGE - CONTROL ROOM



BIG BRIDGE



BIG BRIDGE



➤ Gilgamesh

You'll encounter Gilgamesh twice—once with just Galuf, and once with the whole party—and both times he'll run away before the battle ends. Physical attacks are the way to damage Exdeath's lackey. During the second round, cast Slow on Gilgamesh at the start of the battle.



STATUS

HP	11,500 / 6,500
EXP	—
Gil	—
STR	40 / 49
DEF	— / 14
Weak Vs.	—

1 One-Man Rescue Mission

Galuf must face Gilgamesh alone in level B3 of the castle before seeing to his friends. Once Gilgamesh runs off, open the cell door to reunite the party, then head back to the castle's main entrance. On the overworld map, make your way west to the Big Bridge.

Regole



raversing the outskirts of Regole can be taxing. Head east from your landing point (after Castle Exdeath) to find the friendly backwater town, and stop by the inn. Your first night's stay will be free, and will trigger a cut-scene that features Galuf and Bartz. Before leaving Regole, spend some of that hard-earned gil at the town shops.

WORLD MAP: NORTHEAST



WEAPONS

NAME	PRICE
Ashura	5,800
Chain Whip	3,300
Dark Bow	3,800
Dream Harp	1,600
Orichalcum Dirk	3,400
Sleep Blade	5,600
War Hammer	6,400
Wind Spear	5,400

ARMOR

NAME	PRICE
Gaia Gear	2,000
Golden Armor	4,000
Golden Helm	3,500
Golden Shield	3,000
Green Beret	2,500
Ninja Suit	3,000
Wizard's Hat	1,500

MAGIC

NAME	PRICE
Bio	3,000
Blink	3,000
Break	3,000
Comet	3,000
Drain	3,000
Esuna	3,000
Return	3,000
Shell	3,000
Slowga	3,000

ITEMS

NAME	PRICE	NAME	PRICE
Antidote	30	Holy Water	150
Cottage	600	Iron Draft	110
Ether	1,500	Maiden's Kiss	60
Eye Drops	20	Mallet	50
Gold Needle	150	Phoenix Down	1,000
Goliath Tonic	110	Potion	40
Hero Cocktail	110	Power Drink	110
Hi-Potion	360	Speed Shake	110

1 Little Girl's Ribbon

You'll notice a little girl when you walk into either the weapon shop or the armor shop. To reach her, find the secret passage just inside the armor shop. If you return to the girl after the two worlds merge (page 74), she'll give you a Ribbon, a powerful piece of armor.

Kuza, the Sealed Castle



Don't stop at Kuza on your way from Regole—the enemies are far too powerful, and you will surely die. After you clear the Pyramid of Moore and obtain your first tablet much later in the game (page 75), find the Sealed Castle in the merged world. The tablet will grant you access to the castle's legendary weapons.

WORLD MAP: NORTHEAST

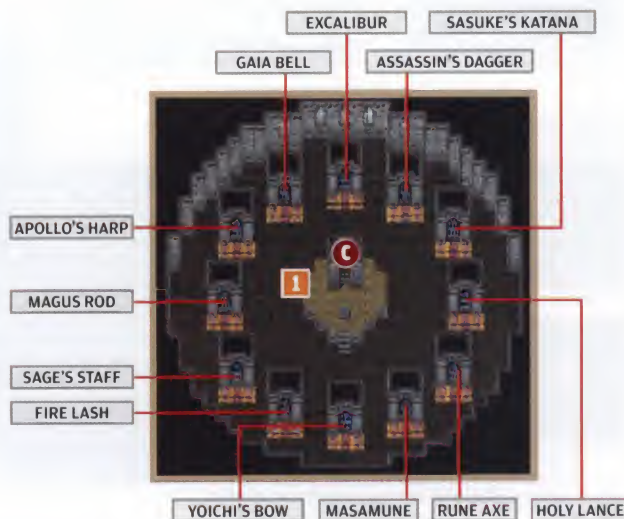


GREAT HALL

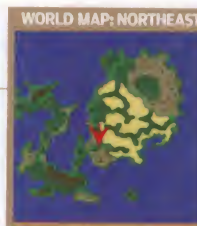


1 Twelve Weapons of Lore

Once the worlds are merged later in the game, you can visit Kuza to obtain the 12 legendary weapons. Each time you find a tablet, bring it back to Kuza to break the seals on three weapons of your choosing. But tread through the castle halls carefully—you'll run into some nasty creatures, including Exdeath's Soul.



Underground Waterway



outheast from Regole and around the peninsula, you'll find a forest hidden between two mountain ranges. Find the Moogles and follow it through a hole to the Underground Waterway.

RECOMMENDED JOBS:

BLACK MAGE, SUMMONER

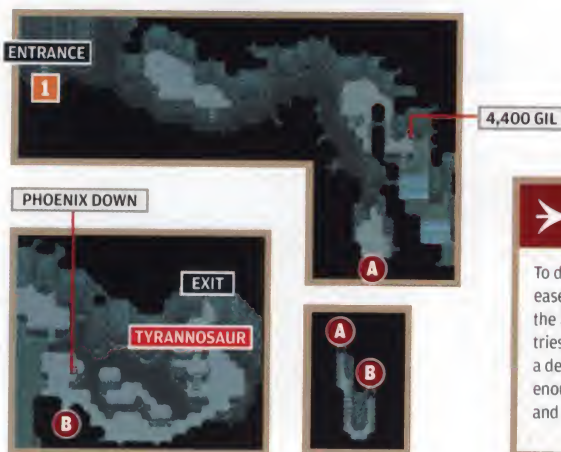
Every enemy in the Underground Waterway is incredibly vulnerable to elemental magic. Black Mages and Summoners can deal some serious damage if you note the weaknesses of each enemy in the chart below.

1 Underwater Rafting

Due to the strong rapids in the Underground Waterway, you don't have much control over which direction you go. Make your way through door A (being sure to collect the treasure chest right before it), and you'll be just around the corner from the timid Moogles, who are in desperate need of your help.

MONSTERS

NAME	HP	WEAK VS.
Acrophies	900	Lightning
Blood Slime	600	Fire
Lesser Lopros	2,300	Fire
Moogles	1,000	Lightning



Tyrannosaur

To defeat the Tyrannosaur with ease, simply use a Phoenix Down on the beast. It may take a couple of tries before it sticks, but it will deal a death blow. If you don't have enough Phoenix Downs, use Fire- and Cure-based magic.



STATUS

HP	5,000
EXP	—
Gil	—
STR	45
DEF	20
Weak Vs.	Fire

Moogles Village



After you rescue the Moogles from the Tyrannosaur, watch the Moogles' path carefully as it treads the overworld map—it's heading to the supersecret Moogles Village. If you can follow the same path, you will avoid monster encounters. If you step on the desert terrain, however, you may be thrust into battle with a Sanderwaler, a difficult enemy that you cannot escape. When you reach the forest area, wander around until you find the hidden village.



1 Moogles Cosplay

Once you've found the village and collected the treasure from hut C, enter hut B and try on the Moogles costume. With the costume on, head to hut A—the Moogles residing there will fall in love with you, and grant you access to the chest that contains an Elven Mantle.

Castle of Bal



Galuf's homecoming to the Castle of Bal marks the return of the king to his people. Though Galuf is revealed as royalty, he vows to stick with his three companions on the quest to stop Exdeath. Speak with Krile as she tends to the dying Wind Drake on the roof of the castle, then stock up on supplies, save your game, and prepare for the long journey north—once you leave the Castle of Bal, you cannot reenter for a while.



WEAPONS

NAME	PRICE
Ashura	5,800
Chain Whip	3,300
Dark Bow	3,800
Dream Harp	1,600
Orichalcum Dirk	3,400
Sleep Blade	5,600
War Hammer	6,400
Wind Spear	5,400

ARMOR

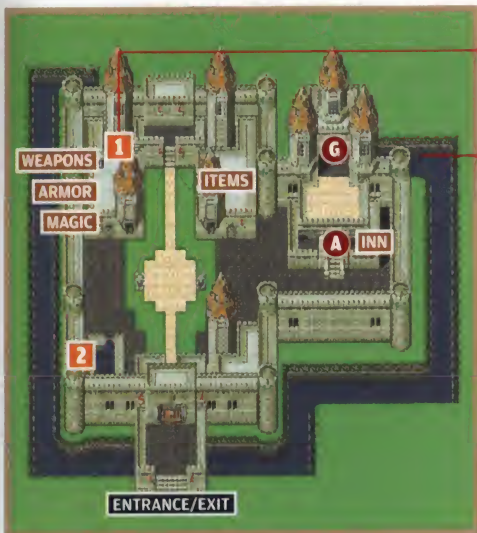
NAME	PRICE
Gaia Gear	2,000
Gauntlets	3,000
Golden Armor	4,000
Golden Helm	3,500
Golden Shield	3,000
Green Beret	2,500
Ninja Suit	3,000
Wizard's Hat	1,500

ITEMS

NAME	PRICE	NAME	PRICE
Antidote	30	Holy Water	150
Cottage	600	Iron Draft	110
Ether	1,500	Maiden's Kiss	60
Eye Drops	20	Mallet	50
Gold Needle	150	Phoenix Down	1,000
Goliath Tonic	110	Potion	40
Hero Cocktail	110	Power Drink	110
Hi-Potion	360	Speed Shake	110

MAGIC

NAME	PRICE
Bio	3,000
Blink	3,000
Break	3,000
Comet	3,000
Drain	3,000
Esuna	3,000
Return	3,000
Shell	3,000
Slowga	3,000

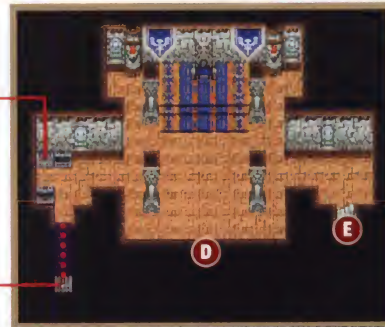


ANGEL ROBE
LAMIA'S HARP

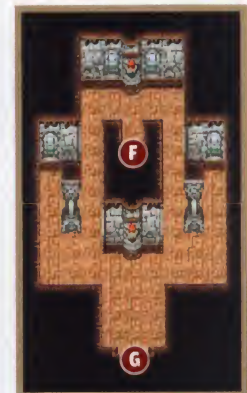
HERO COCKTAIL
GREAT SWORD

TELEPORT

THRONE ROOM



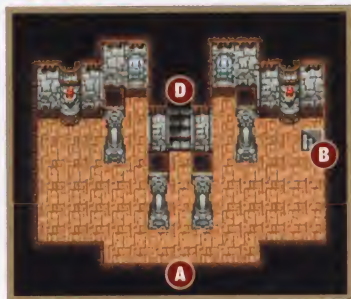
4TH FLOOR



3RD FLOOR



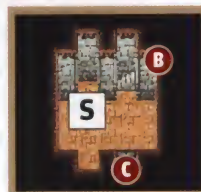
1ST FLOOR



B2



B1



1 Yay! Free Stuff!

Take the stairway next to the weapons and armor shop to reach the roof. Behind the steeple, you'll find a hidden stairway that leads to a room behind the shop. Collect the Angel Robe from the chest, then press the wall switch to reveal a door that leads behind the shop's counter. The shopsmiths will be so annoyed that they'll give you a free Lamia's Harp just for leaving.

MONSTER

NAME	HP	WEAK VS.
Objet d'Art	3,300	Lightning

2 Path to the Great Sword

Enter the small pool of water in the southwest portion of the courtyard; you'll be sucked into the castle's moat. Follow the waterway along the outside of the castle to find the Great Sword resting in the water. This powerful weapon is a must-have for Knights.

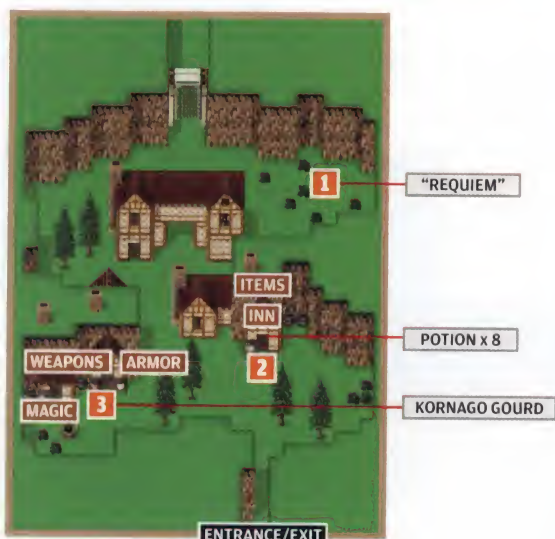
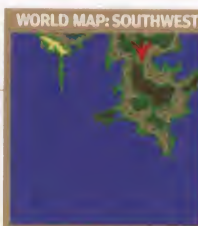
3 Are You Experienced?

On the castle's lowest floor, you can randomly encounter enemies called Objet d'Art. They are great for leveling up your party—you can defeat them easily using the Gold Needle recovery item, and they'll reward your victories with a substantial amount of experience.

Quelb



uelb is home to Kelger, a werewolf who fought with Galuf and your father back in the day. You can find Kelger in the large house near the middle of town—only he can grant you access to Drakenvale. While you're in Quelb, take advantage of the town's wide array of equipment, and—if you dare—embark on a grueling side quest to find the powerful Kornago Gourd.



WEAPONS

NAME	PRICE
Ashura	5,800
Chain Whip	3,300
Dark Bow	3,800
Dream Harp	1,600
Flame Scroll	200
Killer Bow	5,000
Kodachi	5,100
Lightning Scroll	200
Orichalcum Dirk	3,400
Poison Rod	1,500
Shuriken	2,500
Sleep Blade	5,600
War Hammer	6,400
Water Scroll	200
Wind Spear	5,400

ARMOR

NAME	PRICE
Gaia Gear	2,000
Gauntlets	3,000
Golden Armor	4,000
Golden Helm	3,500
Golden Shield	3,000
Green Beret	2,500
Ninja Suit	3,000
Power Armlet	2,500
Power Sash	4,500
Twist Headband	3,500
Wizard's Hat	1,500

ITEMS

NAME	PRICE
Antidote	30
Cottage	600
Ether	1,500
Eye Drops	20
Gold Needle	150
Goliath Tonic	110
Hero Cocktail	110
Hi-Potion	360
Holy Water	150
Iron Draft	110
Maiden's Kiss	60
Mallet	50
Phoenix Down	1,000
Potion	40
Power Drink	110
Speed Shake	110

MAGIC

NAME	PRICE
Bio	3,000
Blink	3,000
Break	3,000
Comet	3,000
Drain	3,000
Esuna	3,000
Return	3,000
Shell	3,000
Slowga	3,000

1 Requiem for a Bard

Speak with one of the three werewolves in the northeast corner of Quelb; he'll teach you "Requiem," a song effective against the undead.

2 Kiss the Cook

In the bedroom of the inn, a wolf will insist on serving you a meal. If you oblige, his fine cookin' will replenish your party's HP and MP, cure all status ailments, and revive KO'd allies. And afterward, he'll give you eight Potions. Don't abuse the cook's kindness, though—he'll give you this treatment only three times.

3 Kornago Quest

If you have a Beastmaster in your party, this difficult quest is for you. Check the well near the magic shop to hear an old man ranting about frogs. What he really wants is a Kornago, a froglike monster that lives in these parts. Catching a Kornago will be challenging, as the beast tends to flee from battle when its health gets low. Head back to the overworld near Quelb, and pick a fight with a Kornago. Cast Haste on every member of your party, then whittle down the monster's health so that the last blow leaves it barely alive. At that point, have your Beastmaster catch it quickly. Return to the old man with the Kornago and 10,000 gil, and he'll give you the Kornago Gourd, an accessory that makes catching monsters about a million times easier.

Drakenvale

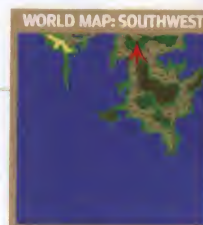


ust north of Quelb, you'll find the mountain-trail entrance to Drakenvale. Once again, you must save a Wind Drake by finding a rare item called Dragon Grass. But Drakenvale is full of undead creatures that will stop at nothing to end your quest.

RECOMMENDED JOB:

BARD

This generally weak job class will lay the smack down on the undead of Drakenvale.



MONSTERS

NAME	HP	WEAK VS.
Bone Dragon	2,590	Fire
Drippy	900	Poison
Lycaon	500	Fire
Poison Eagle	100	—
Zombie Dragon	4,590	Fire

1 Song of the Dead

Your journey through Drakenvale will be much easier if you have learned the "Requiem" song in Quelb. A Bard (or someone with the Sing ability) can perform "Requiem" for Drakenvale's powerful undead enemies to inflict massive damage.



2 Make a New Friend

A mysterious monster made of stone will show up periodically in the outdoor areas of Drakenvale, attack you, then flee. Pay it no mind until you reach Drakenvale's final area through passageway N. Rather than heading south toward the final boss battle, wander around the mountain range until you encounter a battle involving Golem. The two undead creatures will quickly turn on Golem, and if you can protect him, he'll lend you his Summon.



Be sure not to inflict damage on Golem, or all will be lost. (That means absolutely no Berserkers in your party!) Sing "Requiem"—it will destroy the two undead monsters but do no harm to Golem.

3 Fall and Rise

When you reach the cave through passageway H, fall down the hidden hole marked I. Enter door J, then hit the switch on the wall on the room's lower level to extend a walkway in the outside area. Exit the cave through door K and proceed up the mountain.



COTTAGE



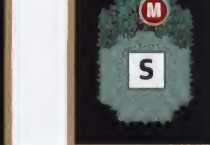
5,000 GIL



BONE MAIL



7,000 GIL



PHOENIX DOWN



DRAGON FLOWER, DRAGON POD



HYPNO CROWN

WIND SLASH

➤ Dragon Flower / Dragon Pod

Summon Golem right off the bat to protect you from the attacks of the Dragon Flowers (which will regenerate when killed), then focus all your attacks on the Dragon Pod. Cast Gravity early on, then use strong physical attacks and the Titan Summon to cut down the evil plant.



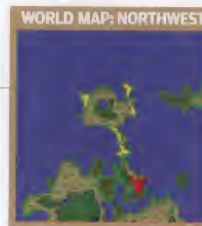
STATUS

HP	100 / 12,000
EXP	—
Gil	—
STR	5 / 40
DEF	—
Weak Vs.	—

Surgate Castle



With Krile's Wind Drake restored to health, your next order of business is to visit Ghido the sage. When you fly to Ghido's Cave (which rests on a small island northeast of Drakenvale), an earthquake will hit and the island will crumble into the sea. Travel directly east from that location to Surgate Castle. Xezat, one of the original Dawn Warriors, rules the castle; but he's out leading a charge against Exdeath. Explore the castle for supplies and information before you move on.



1 Xezat's Song

From the throne room, head through the door marked C to the king's chamber. Read the book on the desk to learn "Swift Song," which will increase your party's speed in battle.

WEAPONS

NAME	PRICE
Great Sword	8,400
Heavy Lance	8,100
Osafune	8,800
Poison Axe	9,600

ARMOR

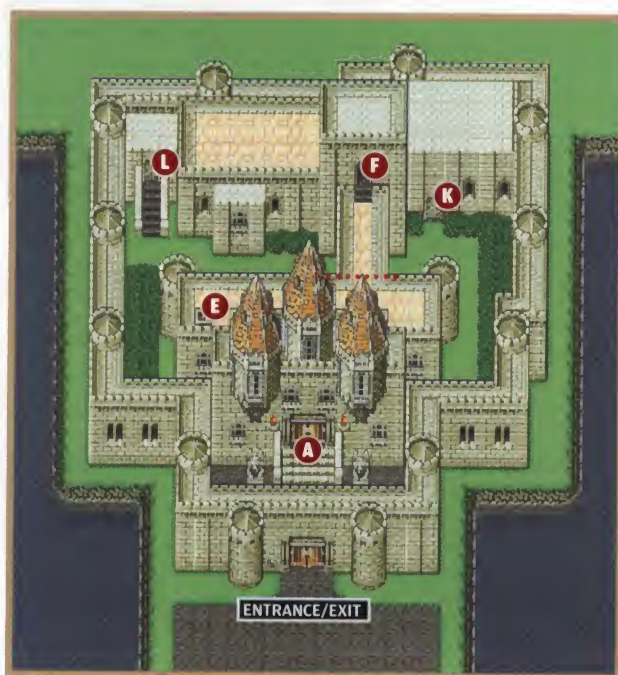
NAME	PRICE
Gaia Gear	2,000
Gauntlets	3,000
Golden Armor	4,000
Golden Helm	3,500
Golden Shield	3,000
Power Slash	4,500
Twist Headband	3,500
Wizard's Hat	1,500

MAGIC

NAME	PRICE
Blink	3,000
Shell	3,000
Esuna	3,000
Drain	3,000
Break	3,000
Bio	3,000
Comet	3,000
Slowga	3,000
Return	3,000

ITEMS

NAME	PRICE
Antidote	30
Cottage	600
Ether	1,500
Eye Drops	20
Gold Needle	150
Goliath Tonic	110
Hero Cocktail	110
Hi-Potion	360
Holy Water	150
Iron Draft	110
Maiden's Kiss	60
Mallet	50
Phoenix Down	1,000
Potion	40
Power Drink	110
Speed Shake	110



THRONE ROOM



B1



"SWIFT SONG"
KING'S CHAMBER

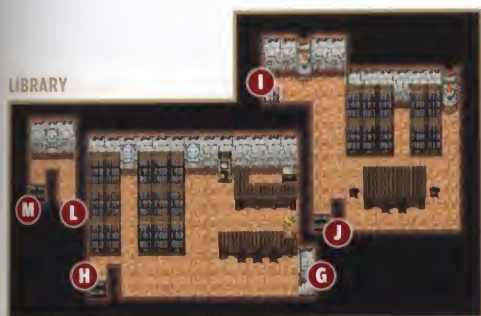


B2



2 Librarian's Aid

In the castle library, you'll find a frustrated librarian in need of help. From the table near him, pick up the three books—*Weird Ronka*, *Register of Monsters*, and *Forbidden Book*—one by one, and place them alphabetically on the shelves in the same room. The old man will open a secret door that leads to some treasures, including the Time magic Float.



3RD FLOOR



Xezat's Fleet



Xezat and his soldiers are closing in on Exdeath's castle, and it's time for the Warriors of Light to join the fight. Find the king's fleet just east of Castle Exdeath, and land your Wind Drake on the largest boat. There you'll meet Xezat and the fun will begin.

RECOMMENDED JOBS:

THIEF, SUMMONER

Most of your time on Xezat's fleet will be in battle against Gilgamesh—Thieves and Summoners will be effective against him.

WORLD MAP: SOUTHEAST



MONSTER

NAME	HP	WEAK VS.
Gobbledygook	1,200	—

1 All Hands on Deck!

Xezat's men are preparing an underground attack, using the fleet as a decoy. When you meet Xezat, he'll suggest that you rest below deck. When you do, monsters will attack the ship. Head back to the deck and join the fight. You don't have to fight every one of the Gobbledygooks, but they aren't terribly tough and they offer a decent number of experience points. When you're ready to take on Gilgamesh, eliminate the Gobbledygook to the south, then approach your nemesis.



➤ Gilgamesh / Enkidu

Gilgamesh has learned his lesson fighting you, and will call for Enkidu to join the battle partway through. Enkidu can heal Gilgamesh and himself significantly, so take out Enkidu first. Summon Golem to increase your party's defense, and attack Gilgamesh using strong physical attacks (a Dragoon's Jump ability will suffice) and the Titan Summon.



If you have a Thief in your party, steal from Gilgamesh to receive the rare Genji Gloves.

STATUS

HP	8,888 / 4,000
EXP	—
Gil	—
STR	50 / 50
DEF	10 / —
Weak Vs.	—

Barrier Tower



After you defeat Gilgamesh, follow King Xezat below deck to a submarine, which will take your party to Barrier Tower. Your goal is to reach the tower's antenna and destroy it—if you're not quite ready for the challenge, take the sub back to the surface.

RECOMMENDED JOBS:

BLUE MAGE, SAMURAI

Having a Blue Mage in your party will be useful for learning new magic, and a Samurai's speed will aid your efforts against Atomos, the tower's boss.

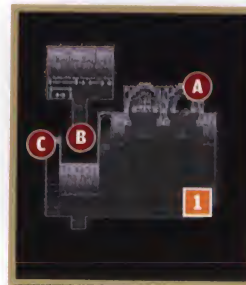
WORLD MAP: SOUTHEAST



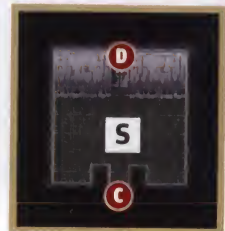
MONSTERS

NAME	HP	WEAK VS.
Gravitator	1,800	—
Level Tricker	1,300	Lightning
Magnetite	1,200	Lightning
Neon	700	—
Red Dragon	7,500	Ice, Earth, Water
Reflect Knight	1,600	—
Traveler	1,400	—
Yellow Dragon	8,500	—
Ziggurat Gigas	2,420	—

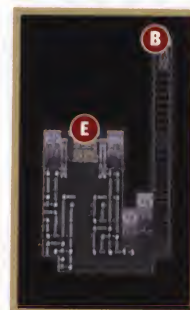
2ND FLOOR



2ND FLOOR



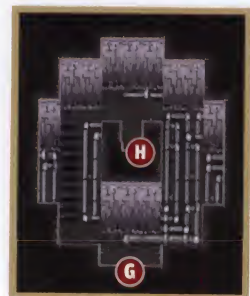
B1



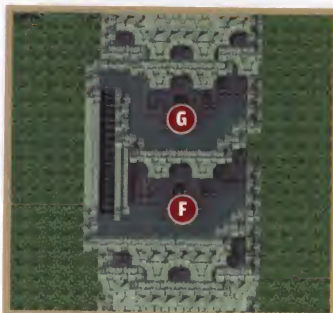
5TH FLOOR



4TH FLOOR



3RD FLOOR

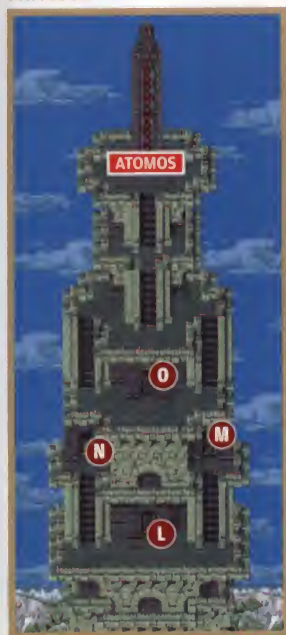


6TH FLOOR

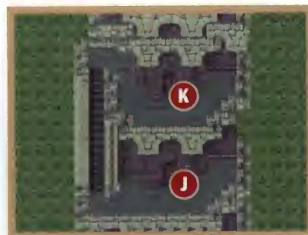


18,000 GIL

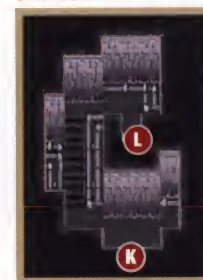
9TH FLOOR



7TH FLOOR



8TH FLOOR

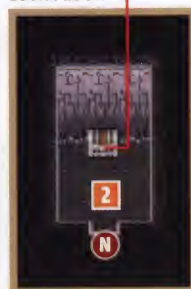


10TH FLOOR



GOLD HAIRPIN

10TH FLOOR



1 Blue Mage Gold Mine

Barrier Tower is a blue-magic cornucopia—many of its occupants cast powerful magic that a Blue Mage (or a party member with the Learning ability) can learn; see the table below. However, the learning party member must be struck, and your party must complete the battle without fleeing.



You'll run into the Level Tricker around Barrier Tower's ninth floor. Level Tricker will cast Level 4 Graviga, a spell that will affect only party members whose experience level is at a multiple of four. If you want to learn the spell, your Blue Mage's level must be at a multiple of four.

MONSTER	BLUE MAGIC
Level Tricker	Level 4 Graviga
Neon	Flash
Traveler	Time Slip
Ziggurat Gigas	Off-Guard

2 Mage's Best Friend

In the treasure chest on the tenth floor, you'll find a Gold Hairpin, which halves any MP use for its wearer. A Gold Hairpin will do wonders for any Mage in your party, but you'll have to work for it—a Red Dragon waits inside the treasure chest.

➤ Atomos

Atomos is one mean creature. It will cast Comet on individual party members—and it will most likely kill them. As your party members lie on the ground, Atomos will slowly suck them into its wormhole. Your best bet for defeating the beast is to cast Haste on your heavy hitters, and attack as fast as you can, regardless of who's still standing.



Blue-magic spell Dark Spark will be effective against Atomos, as will a Samurai's Zeninage attack. It costs gil to use Zeninage, but it will end this time-sensitive battle quickly.

STATUS

HP	19,997
EXP	—
Gil	—
STR	10
DEF	14
Weak Vs.	—

Navigating the Seafloor



knowing the importance of destroying the barrier around Exdeath's castle, Xezat sacrifices himself for the cause. His parting gift? A submarine—the same sub that was used to infiltrate Barrier Tower. Your new vehicle not only gives you access to the overworld map by way of sea travel; it also introduces you to a whole new world underwater.

Traveling by Sub

Above water, the submarine works just like a ship. You can travel the entire ocean and park your vessel on any shore to take your party on dry land. Pressing the A Button will send your sub underwater, giving you access to a new map with new locations. Just like in the overworld, press the R Button to bring up a map—you'll see three blinking dots that represent the underwater areas you can access by sub.



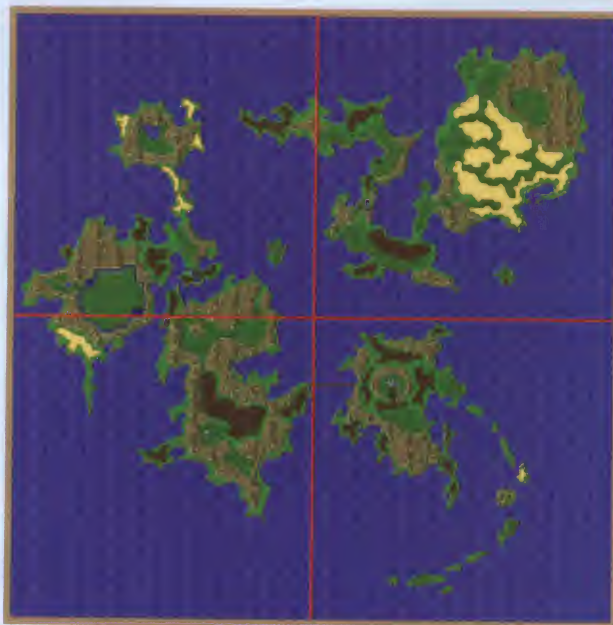
Aside from a few secret channels like the one in the screenshot to the left (used to reach the village of Moore), the seafloor is basically the inverse of the overworld. Black represents areas that are inaccessible by submarine.

Docking Your Vessel

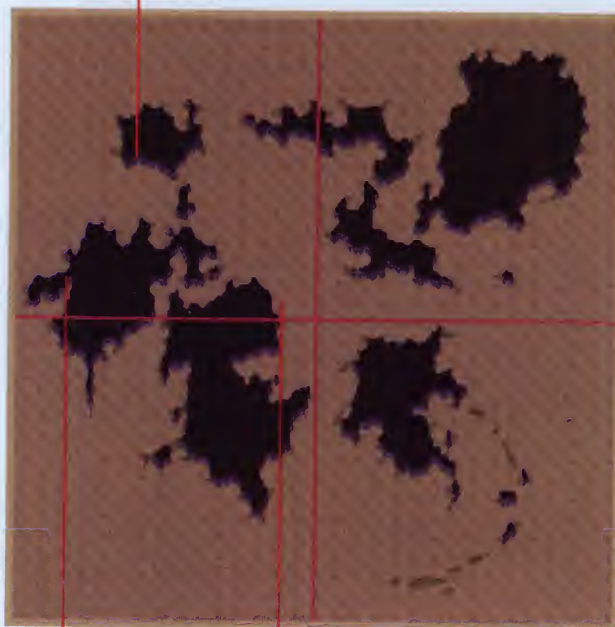
To enter one of the three areas under the sea, just navigate your submarine directly over it on the underwater map. Your sub will be docked at the entrance to the area. From there, you have three options: go downstairs to rest and regain health, exit through the main door to leave the submarine, or press A at the control panel to head back out into the water.



Your submarine is a great place to rejuvenate your party. Sleeping on the sub has the same effect as staying at an inn, and it's absolutely free.



CAVE TO NORTHERN LAKE



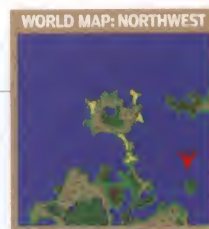
PASSAGE TO MOORE

GHIDO'S CAVE

Ghido's Cave



To learn how to defeat Exdeath, you'll need to find Ghido. The entrance to Ghido's Cave is right where his island used to be, but underwater. Find the cave using the submarine, and prepare for a surprise when you meet the legendary sage.



MONSTERS

NAME	HP	WEAK VS.
Dark Aspic	900	Fire
Metamorph	7,000	Wind, Water

1 Monster Knock-Offs

There are only two types of monster in Ghido's Cave: Dark Aspic and Metamorph. The latter possesses the ability to transform into a number of other monsters such as Shiva, Ifrit, Cait Sith, Elf Toad, and Enchanted Fan. You can try to keep up with Metamorph's ever-changing weaknesses, or you can just pound the old man with strong physical attacks to end his shenanigans—it's your choice. Either way, fight as many Metamorphs as you can—if you get lucky, Metamorph will drop a rare Staff of Light when defeated.

2 For Those About to Rock

Soon after entering Ghido's Cave, you'll find a room that contains five seemingly empty treasure chests. However, the chest in the middle has a stone in it. Take the stone out, then place it in any of the other four chests to open secret passageways. Start with the top-left chest, then head through the passageway at point E and flip the skull switch—this will open a passageway above. Head back to the chest room and move the stone to the chest in the lower-left corner. Enter the passageway at point D and proceed deeper into the cave.

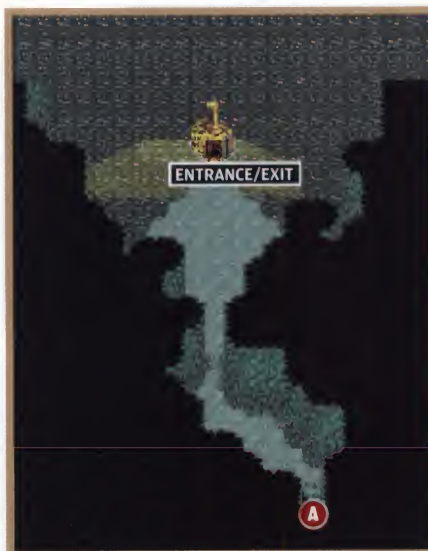


Every chest except the one in the middle will open a secret passage, but only the two chests on the left are worth messing with—the others lead nowhere.

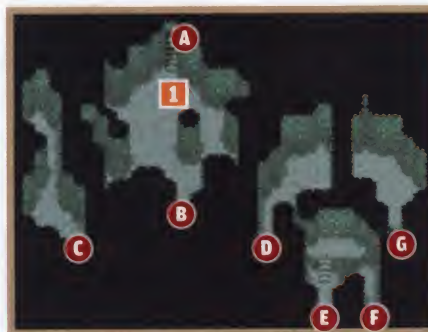
3 Tricks of the Eye

At first glance, floor B3 will seem like a dead end. When you head to the southwest corner of the room, however, a hidden passageway will be revealed. Follow it to the switch, which will open a new passageway at point H. The next floor down also has a number of hidden passageways that you can see only when you are close to them. Consult map B4 (on the following page) to find your way through.

SEAFLOOR



B2



B2



B3



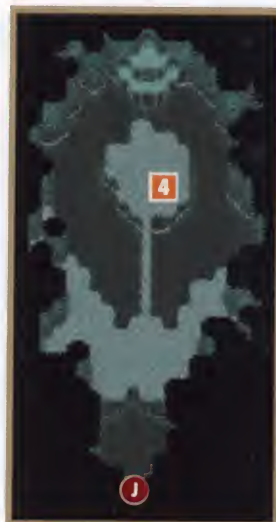
B4



B5



B6



4 Ghido's Chamber

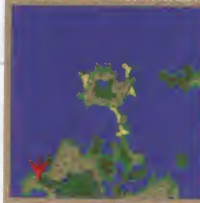
Jump into the water on level B5 to be whisked away to Ghido's chamber. Speak with the turtle to learn more about Exdeath and receive the Guardian Branch, then cast the Time-magic spell Teleport to avoid having to backtrack all the way to your submarine.

Moore



You can access the remote village of Moore only by navigating your submerged submarine through an underwater channel on the western side of the continent, then surfacing in a small lake. (To find the channel, look for discrepancies between the overworld map and the seafloor map.) Your first order of business in Moore is to stock up on supplies for the difficult journey through the Great Forest of Moore.

WORLD MAP: NORTHWEST



MAIN GAUCHE



CHICKEN KNIFE or BRAVE BLADE

1 Personality Test

Much later in the game, after the two worlds are merged (see page 74), you can return to the village of Moore. Head through the back of the shed in the southwest corner of town to find a secret path through the woods. At the end of the path, you'll have a choice to take either the Chicken Knife or the Brave Blade. If you choose the Chicken Knife, it will become stronger the more you flee from battles. If you choose the Brave Blade, it will become weaker the more you flee from battles.

ITEMS

NAME	PRICE
Antidote	30
Cottage	600
Ether	1,500
Eye Drops	20
Gold Needle	150
Goliath Tonic	110
Hero Cocktail	110
Hi-Potion	360
Holy Water	150
Iron Draft	110
Maiden's Kiss	60
Mallet	50
Phoenix Down	1,000
Potion	40
Power Drink	110
Speed Shake	110

WEAPONS

NAME	PRICE
Air Knife	6,800
Elven Bow	7,500

MAGIC

NAME	PRICE
Berserk	6,000
Bio	3,000
Blink	3,000
Blizzaga	6,000
Break	3,000
Comet	3,000
Curaga	6,000
Drain	3,000
Esuna	3,000
Firaga	6,000
Graviga	6,000
Hastega	6,000
Old	6,000
Reflect	6,000
Return	3,000
Shell	3,000
Slowga	3,000
Thundaga	6,000

ARMOR

NAME	PRICE
Diamond Armet	4,000
Diamond Armor	8,000
Diamond Helm	7,000
Diamond Plate	6,000
Diamond Shield	6,000
Luminous Robe	4,000
Sage's Miter	3,000
Tiger Mask	5,000

Great Forest of Moore



Nothing is what it seems in the Great Forest of Moore, home of the Guardian Tree and birthplace of Exdeath. Your journey through the forest will be long and arduous—bring along plenty of supplies, especially Ethers and Mallets from the item shop in Moore.

RECOMMENDED JOBS:

CHEMIST, SUMMONER

If you haven't experimented with the Chemist job class yet, now's a good time—you'll want a Chemist with the Mix ability (gained at level 2) for the difficult boss battle ahead.

WORLD MAP: NORTHWEST



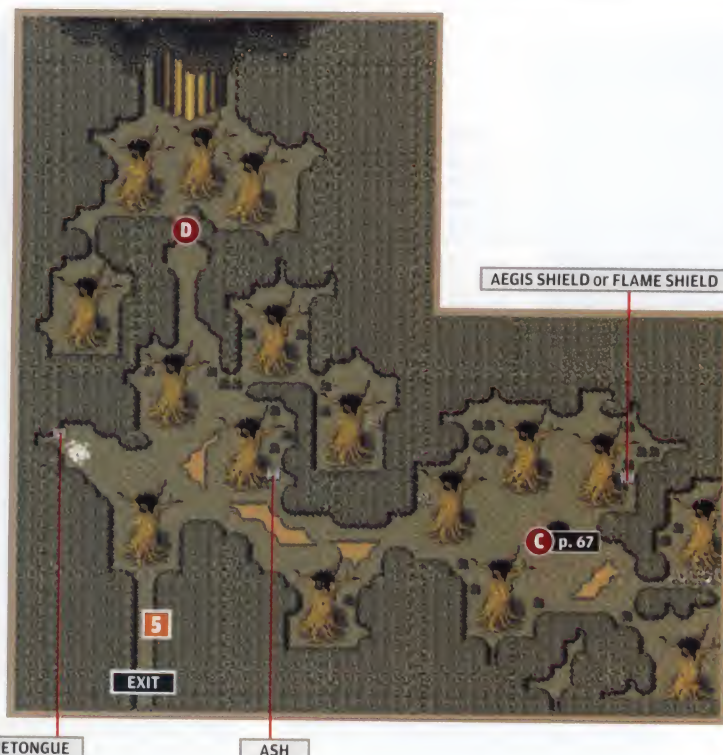
MONSTERS

NAME	HP	WEAK VS.
Galajelly	75	—
Imp	2,000	—
Mammon	1,700	Fire
Mini Magician	1,100	—
Wyrm	2,700	—



1 Access Granted

You won't get anywhere in the forest without first acquiring the Guardian Branch from Ghido's Cave. The branch will create paths through parts of the mystical forest that are blocked otherwise.



2 The Forest Is Alive

Each time you see a tree that has an opening, investigate the tree to get help from a wood sprite. The first sprite lives in a tree near the end of the forest's first area. Check the tree at point A; an underground passageway will open, granting you access to the next area.

3 Choose Your Armor

As soon as you near the end of the forest's third area, a massive fire will break out. You'll have to make a decision: One treasure chest is available within the confinement of the flames, and it contains an Aegis Shield, which has the power to absorb enemy magic attacks. But if you wait until the flames die down, the chest will contain a Flame Shield, powerful against Fire attacks. Both the Aegis Shield and the Flame Shield are fine pieces of armor, and both are available later in the game as well.



To get the Aegis Shield, you'll need to squeeze through the tight spot between the tree trunk and the flame below it.

4 Moogles to the Rescue!

Soon after the fire breaks out, a Moogle will rescue you. Follow the Moogle down the newly created hole to rest there until the fire dies down. And while you're down there, be sure to check the pool of water—it will completely replenish your party's HP and MP, remove status ailments, and revive any fallen members.

5 Play It Safe

The forest's guardian crystals will be the toughest enemies you've yet encountered. Before entering their lair (which lies to the north through point D), head outside to save your game and view the carnage left by the forest fire.

Crystal

It's virtually impossible to survive the battle with the guardian crystals for more than a handful of rounds, so take them out quickly. Avoid all black magic, and make sure one member knows Curaga. Have a Chemist (or someone with the Mix ability) brew up a Death Potion, which will KO one of the four creatures. Physical attacks and Summons should take care of the rest, but elemental Summons will most likely heal one of the enemies, as each embodies a different element.



To create a Death Potion in battle, use the Mix ability, and select a Dark Matter and a Phoenix Down. The concoction will kill one of the boss's four embodiments instantly.

STATUS

HP	7,777
EXP	—
Gil	—
STR	40
DEF	10
Weak Vs.	—

Northern Lake

Before heading off to Exdeath's castle, get back in your submarine (you can leave the Wind Drake just west of Moore) and head to the northernmost blinking light on your seafloor map. There you'll find an entrance to a small wooded area surrounding a lake. Visiting this area is optional, but if you skip it you'll miss out on a new Summon.

RECOMMENDED JOB:

BEASTMASTER

If you have the Kornago Gourd equipped, a Beastmaster shouldn't have much trouble catching an Ironback. This will make your battle with Catoblepas a breeze.

WORLD MAP: NORTHWEST



1 Path to the Lake

Your trip from the submarine to the surface will be short, but you'll randomly encounter two difficult enemy types—Druid and Ironback. Use a Beastmaster to capture an Ironback, then head to the surface and meander through the wooded area until you encounter Catoblepas. Once you defeat this optional boss, it will lend you the power to summon it in battle.

MONSTERS

NAME	HP	WEAK VS.
Druid	2,200	—
Ironback	2,200	Ice

➤ Catoblepas

Catoblepas will cast Demon Eye and turn your party members to stone. Before it gets too far, have a Beastmaster release a captured Ironback for a one-hit KO.



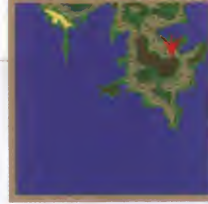
STATUS

HP	5,000
EXP	—
Gil	—
ATK	55
DEF	20
Weak Vs.	—

Gil Cave

Cil-grubbing adventurers can access the optional Gil Cave just west of the Big Bridge, but they'll be in for a fight before they walk away with any gil. The cave is full of difficult monsters, most notably the Gil Turtle. If you're up for a challenge and in need of some quick cash, visit the Gil Cave—but enter at your own risk!

WORLD MAP: SOUTHWEST



1 Death by Greed

The resident Undergrounders might do the party some damage, but the fun doesn't truly begin until you pass through the door in the deepest part of the Gil Cave. There you'll encounter the Gil Turtle, a nasty beast that only the strongest can defeat.



Once you pass through the door, you'll begin picking up more and more gil with each step you take. Don't let your greed get the best of you—you'll run into a Gil Turtle eventually.



➤ Gil Turtle

Cast the Time-magic spell Float on your entire party before the battle begins. The "Requiem" song will inflict a fair amount of damage, but make no mistake—fighting a Gil Turtle is not for the weak. Have a Curaga-caster, and summon Golem early on.



STATUS

HP	32,768
EXP	—
Gil	5,000
STR	115
DEF	40
Weak Vs.	Ice

MONSTER

NAME	HP	WEAK VS.
Undergrounder	1,450	Earth

Castle Exdeath



xdeath's abode was your first stop when you reached the new world, but you'll soon learn you just barely scratched the surface. The new Castle Exdeath is much bigger, and far more perilous. Are you ready to face Exdeath, the incarnation of evil?

RECOMMENDED JOBS:

GEOMANCER, THIEF

A Geomancer's inherent abilities include Light Step and Find Pits—two skills that will be incredibly useful in Castle Exdeath. A Thief's Find Passages ability will be helpful as well, as will his Steal command, which you can use to nab a rare Poison Rod from a Black Warlock.

WORLD MAP: SOUTHEAST



MONSTERS

NAME	HP	WEAK VS.
Adamantite Golem	3,650	Lightning
Abductor	2,500	—
Bandercoeur	2,600	Fire
Black Warlock	1,999	Holy
Blind Wolf	900	Fire
Blue Dragon	6,900	—
Hellraiser	1,050	—
Imp	2,000	—
Iron Fist	3,300	Fire, Ice, Lightning
Jackanapes	666	—
Magic Dragon	2,900	Poison, Wind
Oiseaurare	1,900	—
Red Dragon	7,500	Ice, Earth, Water
Reflect Mage	1,300	—
Shell Bear	380	—
Tarantula	200	Ice
Twin Lizard	1,500	Ice
Yellow Dragon	8,500	—

1 Exdeath's Illusion

At first, you'll find your return to Castle Exdeath similar to your initial visit—until you reach the third floor, that is. The truth is that the version of the castle you've encountered has been an illusion. To reveal the real Castle Exdeath, you'll need the help of Kelger, the last living Dawn Warrior.



When you reach the third floor and find it to be a dead end, head back the way you came—Krile will realize what's going on, and call on Kelger for help.

1ST FLOOR



1ST FLOOR



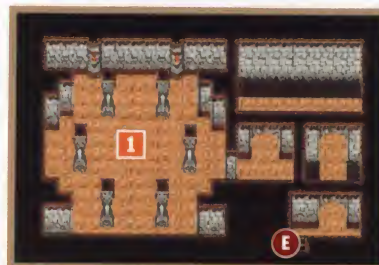
2ND FLOOR



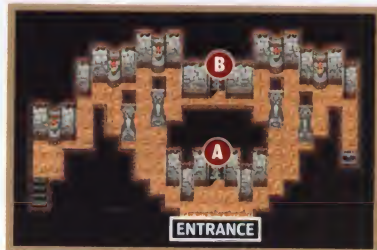
ETHER

DIAMOND SHIELD

3RD FLOOR



1ST FLOOR



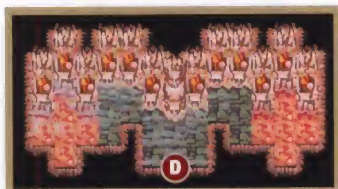
1ST FLOOR



Castle Exdeath's True Form

The maps below represent Castle Exdeath after the illusion is lifted. The new version is full of trapdoors, lava, and much-more-difficult enemies. Follow the maps all the way to the thirteenth floor, where you'll finally face Exdeath.

1ST FLOOR



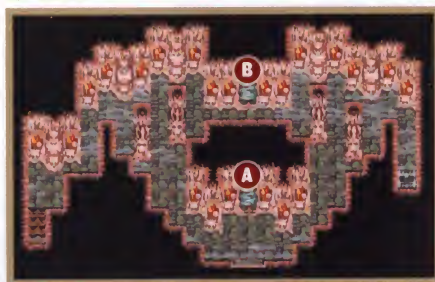
2ND FLOOR



1ST FLOOR



1ST FLOOR



1ST FLOOR



3RD FLOOR



3RD FLOOR



ICE SHIELD

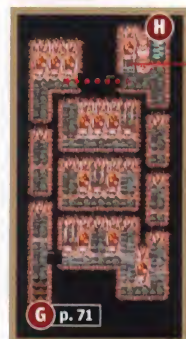
2 Activate the Switch

When you reach the fourth floor, you'll notice a treasure chest in a small enclosed area. Hit the switch nearby to open a wall and retrieve the Ice Shield—a valuable commodity in Castle Exdeath.

3 Burning Grounds

The castle's sixth floor (on the following page) contains lava-filled passageways. You can avoid the lava by sticking to the path, but you'll miss out on the Hayate Bow. To travel safely over the lava, either have someone with the Time ability cast Float on the entire party, or simply have a Geomancer in your party. (Don't miss the hard-to-see ramps that lead to and from the lava channels.)

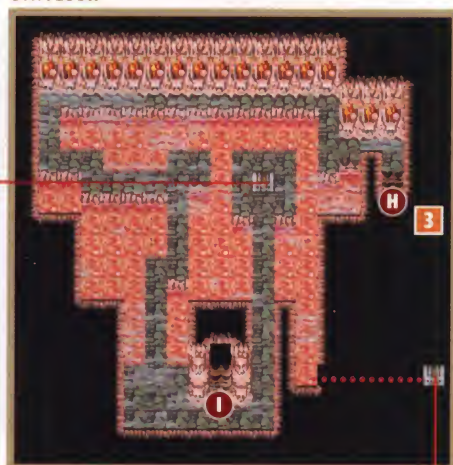
5TH FLOOR



ETHER

G p. 71

6TH FLOOR

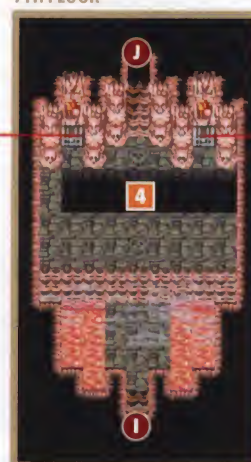


ELIXIR

HAYATE BOW

H 3

7TH FLOOR



ICEBRAND

KOTETSU

J 4

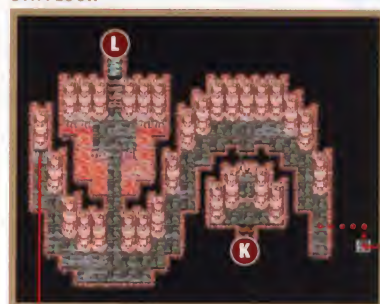
7TH FLOOR



K S

J

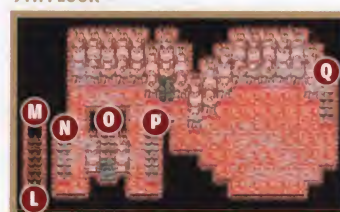
8TH FLOOR



L 9,900 GIL

ELIXIR

9TH FLOOR



M

N

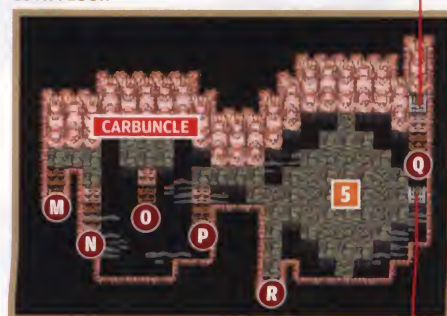
O

P

Q

L

10TH FLOOR



8,000 GIL

CARBUNCLE

TWIN LANCE

M

N

O

P

Q

R

S

4 Sharp Reflexes

When you step on the skull on the castle's seventh floor, a platform will begin moving back and forth over the chasm. You can press A at any time to stop the platform, but if it stops in front of one of the four pillars, a monster will emerge and attack you. Stopping the platform to reach the door is easy, but getting to the treasure chests on either side (both of which contain powerful swords) is a bit more difficult. Watch for the platform's changes in speed, and be prepared to make a few mistakes.

5 The Pits

The tenth floor is full of trapdoors that will send you falling all the way back to the perilous ninth floor. A Geomancer (or a party member with the Find Pits ability) will reveal each pit as you approach it. Alternatively, you can refer to the screenshots below to identify and avoid the pits.



When you first enter the area with the falling floors, make your way to the southernmost end of the room to open a catwalk to door R. Go through the door and save your game, then return to the falling-floor area and head to the northernmost end. You'll be transported to an optional battle with Carbuncle.



➤ Carbuncle

One way to get around Carbuncle's powerful Reflect spell is to cast Reflect on each of your party members, but the easiest way to fell the beast is to summon Catoblepas. It may take a few tries, but when it sticks, Carbuncle's toast, and the power to summon Carbuncle will be yours.



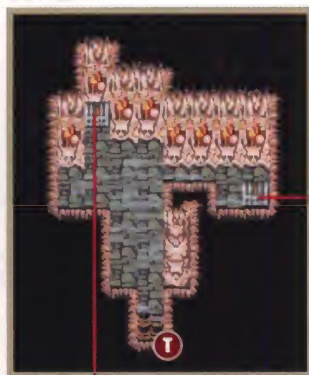
STATUS

HP	15,000
EXP	—
Gil	—
STR	50
DEF	50
Weak Vs.	—

11TH FLOOR

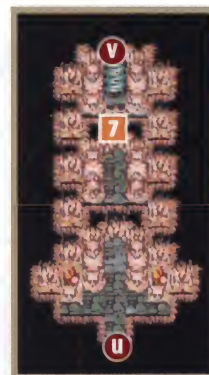


12TH FLOOR

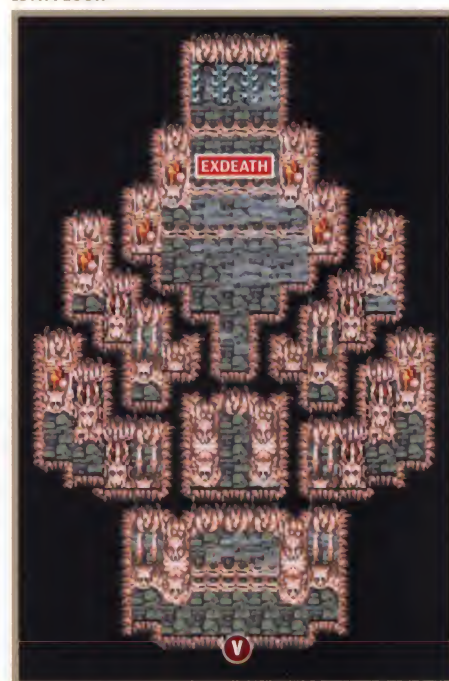


FUMA SHURIKEN

12TH FLOOR



13TH FLOOR



6 Gilgamesh's Last Hurrah

On the eleventh floor of Castle Exdeath, you will fight Gilgamesh for the fourth and final time. The battle won't happen until you open the empty treasure chest in the middle of the room, then attempt to leave. Be sure to save your game and use a Cottage before the fight.



Before checking the empty treasure chest and triggering the battle with Gilgamesh, go through door T to collect two powerful weapons—a Partisan and a Fuma Shuriken. If you're using a Dragoon, equip the Partisan to him. You may want to save the Fuma Shuriken for a more difficult battle.

➤ Gilgamesh

Gilgamesh has two forms, but there isn't much of a difference between them. Lower the boss's HP with strong physical attacks, such as throwing Shurikens with a Ninja. If you have a Thief, steal from Gilgamesh's second form to get a Genji Helm.



STATUS

HP	55,000
EXP	—
Gil	—
STR	60
DEF	10
Weak Vs.	—

7 Are You Up for It?

As soon as you enter the castle's thirteenth floor, you will fight Exdeath. To prepare for this monumental battle, save your game then take stock of your jobs and abilities carefully to formulate a plan. There are a lot of ways to fight Exdeath, and the beast doesn't have any particular weaknesses other than Holy. No matter what, the battle will be lengthy and difficult—a strong, well-rounded party is the only way to survive Exdeath's onslaught of attacks.

➤ Exdeath

Exdeath's attacks are all big, all the time. Casting Protect and Haste spells and summoning Golem will get your party started on the right foot. Curaga or the Blue-magic spell White Wind will work as healing methods. Hit Exdeath hard and often, and don't be afraid to use the gil-wasting Zeninage ability with a Samurai—it's supereffective against Exdeath.



Exdeath will cast a smorgasbord of spells that may include Level 3 Flare, which affects only party members whose overall experience points are at a multiple of three. A Blue Mage can learn the spell during battle.

STATUS

HP	32,768
EXP	—
Gil	—
STR	58
DEF	25
Weak Vs.	Holy

The Merged World



ou've defeated Exdeath, you're back at Castle Tycoon, and everything is fine—or so it seems. But Exdeath's evil plan has really just begun. After a series of events that leaves you back at the Library of the Ancients and separated from Lenna, you'll learn that the two

worlds you know have been merged into one. Your new quest is to gather four ancient tablets and break the seals on the 12 legendary weapons. Be sure to learn the "Mana's Paean" song upstairs at the library, then bid the scholars farewell and head east to the desert.



Is Exdeath really defeated? You'll find out soon enough.



Pyramid of Moore



ith the Sealed Tome deciphered, your party's quest for the first tablet leads to the Pyramid of Moore, deep within the desert. Stop by the village of Moore (see page 66) in the east to rest and stock up on supplies, then infiltrate the perilous pyramid.

RECOMMENDED JOB:

BARD

With only three party members, you'll have to be a bit more selective about job choices. A Bard's "Requiem" song will be incredibly effective against most enemies in the pyramid, especially those that are hiding within chests.

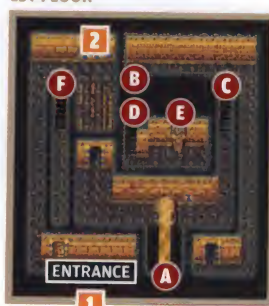
WORLD MAP: NORTHWEST



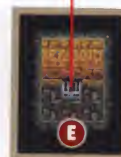
MONSTERS

NAME	HP	WEAK VS.
Archeosaur	9,960	Fire, Earth
Aspis	1,280	Ice
Bandercoeurl	2,600	Fire
Black Warlock	1,999	Holy
The Damned	1,980	—
Gargoyle	5,000	—
Grand Mummy	6,000	Fire
Lamia Queen	2,100	Ice
Mecha Head	7,210	Lightning, Water
Mummy	2,900	Fire
Objet d'Art	3,300	Lightning
Rajiformes	2,200	Lightning
Sekhmet	6,000	—
Steel Fist	4,000	—
Ushabti	1,200	Lightning
Zephyrus	3,780	—

1ST FLOOR



CURSED RING



B1



ICE SHIELD

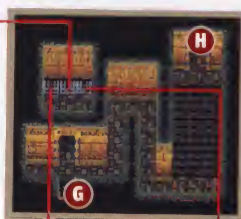
THORNLET

ELIXIR

4TH FLOOR



3RD FLOOR



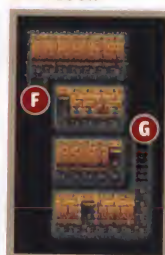
DARK MATTER



FLAME SHIELD

WHITE ROBE

2ND FLOOR



BLACK ROBE

ELIXIR

1 Gargoyle Guardians

When you check the entrance to the pyramid, two Gargoyle statues will come to life and attack. The trick to taking out the Gargoyles is that you must defeat them simultaneously, so avoid physical attacks. Instead, use strong Black magic and offensive Summons to defeat the pair.

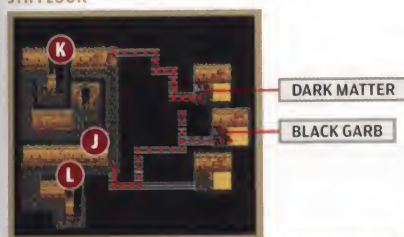
2 Sharp Pains

Spikes on floors are bad enough when they just injure you, but these spikes inflict Poison as well. To lessen the threat on the first floor, activate the first and third switches on the north wall to create a passageway through the spikes.

3 Killing Machines

The fourth floor will be crawling with Mecha Heads, and unlike the usual breed of monsters, these machinelike beasts will be visible before you encounter them in battle. Avoid as many as possible, and use lightning-based magic on the rest.

5TH FLOOR



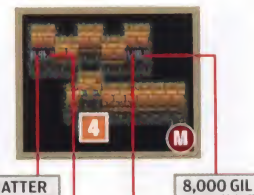
6TH FLOOR



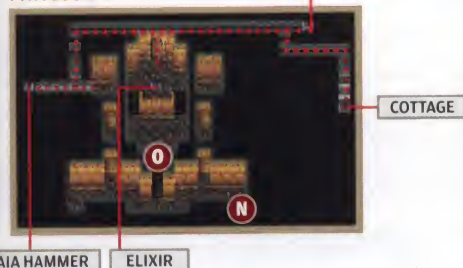
6TH FLOOR



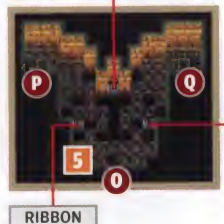
6TH FLOOR



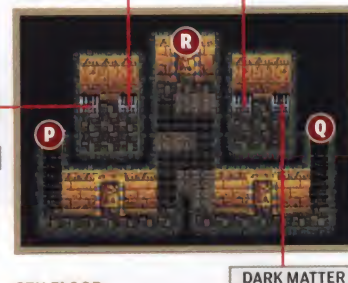
7TH FLOOR



8TH FLOOR



7TH FLOOR



8TH FLOOR



4 Right and Wrong

On the sixth floor, enter the door marked M and activate the switch on the left—it will grant you access to the four treasure chests. The two chests on the left contain monsters, but Dark Matter is hard to come by, so take one for the team.

5 Shifting Ground

When you enter the eighth floor, tread carefully—it shifts constantly. Study the floor's pattern, and walk (don't run) carefully to collect the three treasure chests and reach the two doors. If you do fall, it won't be the end of the world—you'll likely end up in a previously inaccessible room (which contains an Elixir) on the seventh floor.



The screenshots to the left illustrate the floor's two patterns. Once you learn which squares never disappear, getting across will be easy.

6 The First Stone Tablet

To retrieve what you came here to get, go through the door marked P, then follow the path up the broken staircase to door R. The tablet will be waiting for you, and there's no resistance—yet. Once the tablet is in your possession, head back outside and save your game. Go east to the Guardian Tree; you'll soon be battling Melusine.

➤ Melusine

Interdimensional demon Melusine can change her elemental weakness at will using Barrier Change, and is immune to many physical attacks. Pinpoint her weakness using Scan or a weak Black magic, then let her have it. She'll always begin the fight weak to fire—use this knowledge and come into battle swinging.



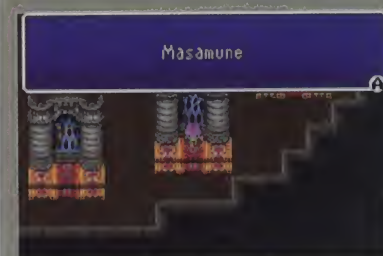
Have a sword-wielder use the Flametongue and Icebrand swords along with the Rapid Fire ability. Wait for her to become weak to fire or ice, and change weapons midbattle by pressing up on the Control Pad while you're in the Item menu.

STATUS

HP	20,000
EXP	—
Gil	—
STR	49
DEF	90
Weak Vs.	Varies

Legendary Weapons

After your battle with Melusine, Lenna will rejoin your party. Head northeast to the airship to trigger an event in which Exdeath uses its powers to suck many towns into his void. After the dust settles, fly your airship to Kuza, the Sealed Castle (page 55) to cash in your newly found tablet for three legendary weapons.



There are 12 incredibly powerful weapons available for your taking, but you can choose only three this time around.

Island Shrine



ablet number two is resting within the Island Shrine, located on the Big Bridge. Before visiting the shrine, you may want to explore the merged world using your airship. Regole (page 55) and Castle Surgate (page 61) in particular have newly available treasures to obtain.

RECOMMENDED JOBS:

GEOMANCER, SAMURAI

A Geomancer's Find Pits ability will be useful on the shrine's fifth floor, while a Samurai will be effective during the difficult boss battle.

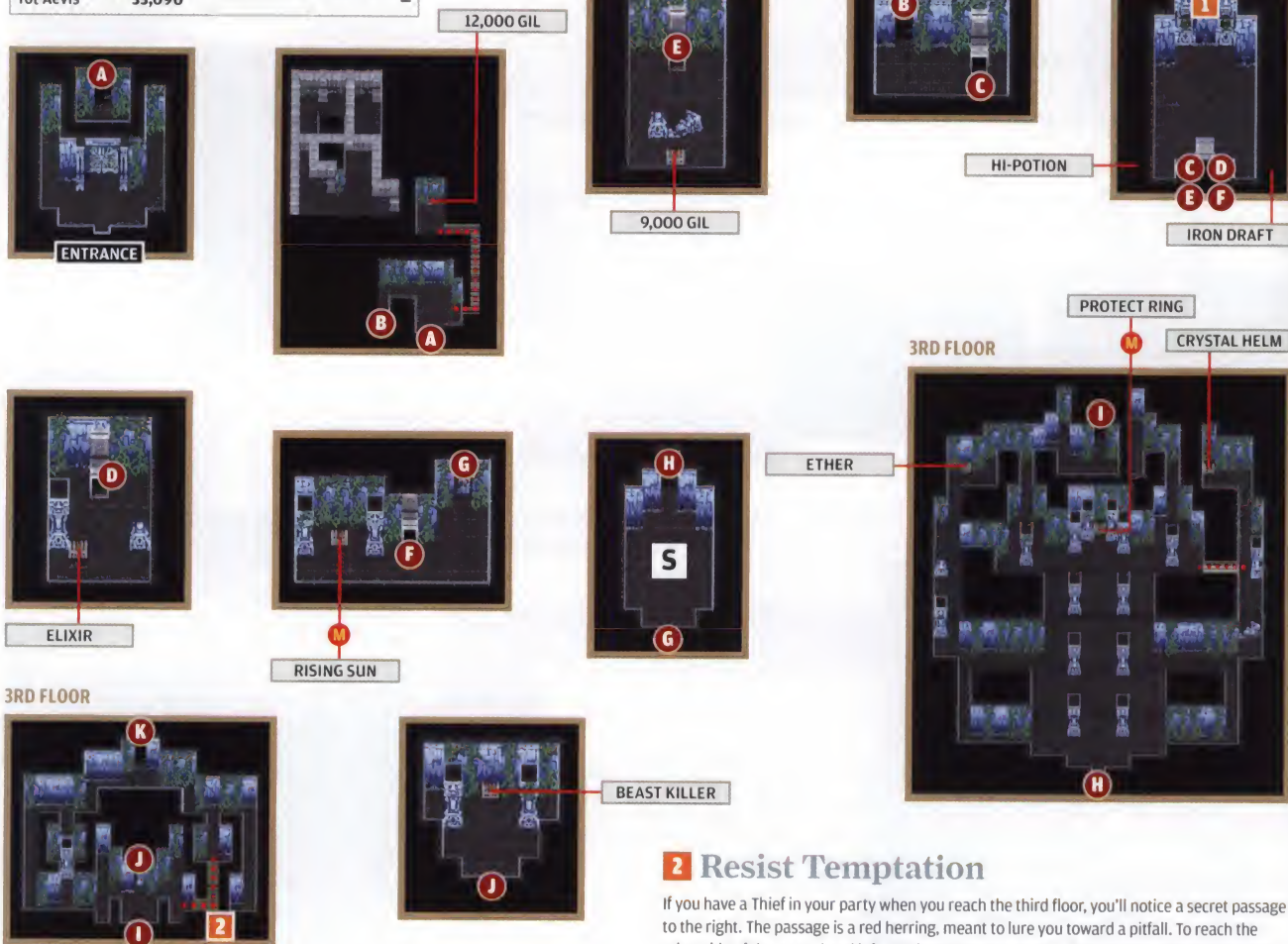


MONSTERS

NAME	HP	WEAK VS.
Covert	7,000	—
The Damned	1,980	—
Executor	2,000	—
Mecha Head	7,210	Lightning, Water
Numb Blade	2,400	—
Oiseaurare	1,900	—
Pantera	18,000	Fire
Prototype	5,000	—
Shadow Dancer	4,480	—
Tot Aegis	33,090	—

1 Avoid Venting Frustrations

After arriving in the small room through the vent marked C, you'll find two switches, each with two settings. The combinations of settings will redirect the vent to different areas. Press only the switch on the right first, to reach point D. Collect the treasure, then return and press the switch on the left to match the one on the right. Proceed to point E, then return and press the switch on the right to return it to its original setting and proceed deeper into the Island Shrine through point F.



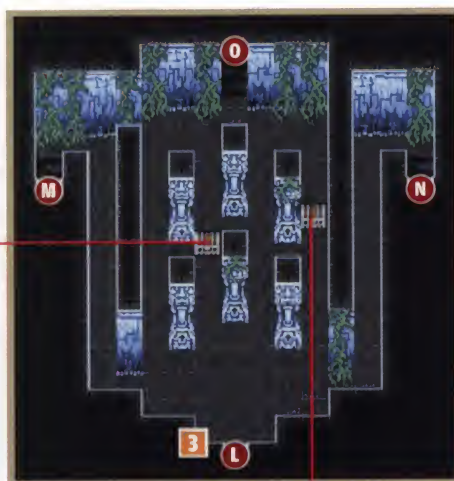
2 Resist Temptation

If you have a Thief in your party when you reach the third floor, you'll notice a secret passage to the right. The passage is a red herring, meant to lure you toward a pitfall. To reach the other side of the room, head left, staying close to the wall to find your way around the maze.

4TH FLOOR



5TH FLOOR

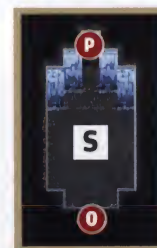


ETHER

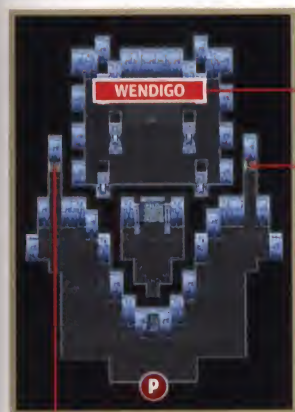
6TH FLOOR



6TH FLOOR



7TH FLOOR



TABLET

CIRCLET

DARK MATTER

3 Falling Down

If you don't have a Geomancer in your party, assign the Find Pits ability to a party member as soon as you enter the fifth floor. There are weak points in the floor in this room—Find Pits will help you avoid falling to the room below.

➤ *Wendigo*

Defeating Wendigo is tricky business. Only one of the four Wendigos is real, but they can all attack. Hit the demon hard using nonmagic, multienemy attacks. Wendigo will likely counter with a devastating Frost attack (against which Ice Shields are effective), then juggle its position amongst the fakes. Keep at it, and expect lots of damage to your party.



Have a Samurai (preferably one with an Ice Shield) launch the Zeninage attack. It will drain your party's gil, but the amount of damage it will do to the real Wendigo makes it well worth the loss.

STATUS

HP	20,000
EXP	—
Gil	—
STR	65
DEF	10
Weak Vs.	—

Summoner Diversions

With Wendigo defeated, cast Teleport to escape the Island Shrine. You can now return to Kuza (see page 55) to obtain another three legendary weapons. Before moving on to Fork Tower, take on a couple of side quests to earn new Summon

magic. Visit Syltra in the old Pirates' Cave first, then head to Jachol Cave (now in the southeast). Climb the vines at the end of the cave to reach the basement of the Castle of Bal, where Odin awaits.

➤ *Syltra*

Faris's old buddy Syltra is, in fact, deceased, but its spirit lives on in the Pirates' Cave, and you can take it with you! Land your airship in the tiny, mountain-enclosed area to the north-east of the Island Shrine. This will lead you to the Pirates' Hideout you visited at the very beginning of the game. Syltra won't put up a fight like most of the others, and its Summon is quite powerful—don't skip this quest.

➤ *Odin*

You'll have only one minute to defeat Odin and earn its Summon, and he's tricky. Bring a Mystic Knight into the battle, and use the Spellblade magic Break. After that, one hit from your Mystic Knight with a powerful enough sword should do the trick.



STATUS

HP	17,000
EXP	—
Gil	—
STR	60
DEF	20
Weak Vs.	—

Fork Tower

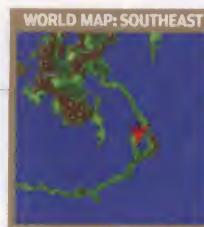


etting closer to the third tablet will require a visit to Fork Tower, located just west of Crescent in the merged world. At the foot of the tower, you'll be forced to split your party into two groups for two separate journeys—use the guidelines in this section to decide which characters to take where.

RECOMMENDED JOBS:

MONK, MYSTIC KNIGHT

A master Monk will be effective throughout the White Tower, while a Mystic Knight's Spellblade magic will be useful against the boss of the Black Tower.



MONSTERS

NAME	HP	WEAK VS.
Bandersnatch	120	—
Berserker	2,140	—
Chrono Controller	2,600	—
Dueling Knight	2,140	—
Flaremancer	3,000	—
Goblin	16	—
Iron Muscles	2,140	—
Mani Wizard	20	—
Ricard Mage	100	—
Tiny Mage	1,540	—

BLACK TOWER - 2ND FLOOR



BLACK TOWER - 3RD FLOOR



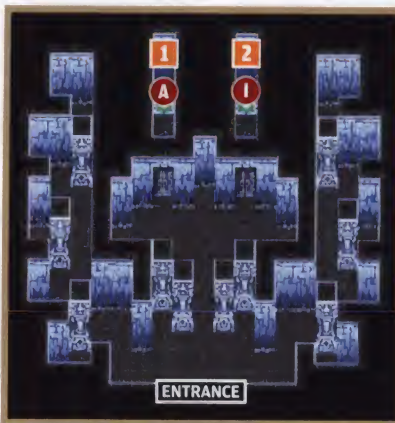
BLACK TOWER - 4TH FLOOR



BLACK TOWER - 5TH FLOOR



1ST FLOOR



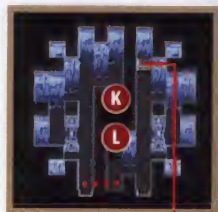
WHITE TOWER - 2ND FLOOR



WHITE TOWER - 3RD FLOOR



WHITE TOWER - 4TH FLOOR



WHITE TOWER - 5TH FLOOR



1 Black Tower

From the first floor, the tower to the left (through door A) is the Black Tower. Physical attacks will be useless on this side of Fork Tower, so take your two strongest magic-users. Bring along plenty of Ethers, and make sure one of the two characters is proficient with White magic. As far as defending yourself goes, Black magic and Summon magic will be effective against the enemies in this area. When you reach the eighth floor, prepare for your battle with Omniscient.



2 White Tower

The right door (I) leads to the White Tower, where magic attacks against enemies will be ineffective. Bring only the toughest of the tough to this side of Fork Tower—Monks, Knights, Samurais—anyone capable of dishing out and withstanding strong physical attacks. If you have the legendary weapon Excalibur, unequip it when you reach the eighth floor, and equip the Defender (found on the seventh floor) instead: blows from Excalibur will only heal Minotaur.



BLACK TOWER - 6TH FLOOR



BLACK TOWER - 7TH FLOOR



WONDER WAND

BLACK TOWER - 8TH FLOOR



BLACK TOWER - 9TH FLOOR

➤ *Omniscient*

The most efficient way to defeat Omniscient is to have a Mystic Knight (or someone with the Spellblade ability) cast Silence on his own weapon—one blow with this will disable Omniscient's attacks for a time. While the beast is silenced, unleash strong Summons and Black magic on Omniscient to defeat him and earn the Black-magic spell Flare.

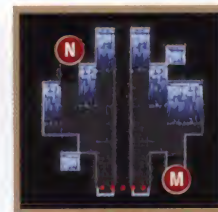


Hit Omniscient with a Silence-infused weapon every three or four rounds to ensure that he can't attack. This approach may take a while, but it will work.

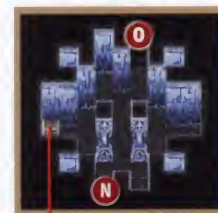
STATUS

HP	16,999
EXP	—
Gil	—
STR	100
DEF	—
Weak Vs.	Wind

WHITE TOWER - 6TH FLOOR

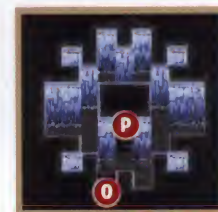


WHITE TOWER - 7TH FLOOR



DEFENDER

WHITE TOWER - 8TH FLOOR



WHITE TOWER - 9TH FLOOR

➤ *Minotaur*

Unequip any Holy weapons, such as Excalibur—they will only heal Minotaur. Instead, pound the boss with your strongest neutral attacks, and do anything you can to raise your party's Defense. If you have a Samurai in your party, use the Zeninage attack to inflict major damage. Defeating Minotaur will earn you the White-magic spell Holy.



Having a Knight (or someone who has the Guard ability) will prove useful in sticky situations against Minotaur, especially if you're trying to heal using items.

STATUS

HP	19,850
EXP	—
Gil	—
STR	99
DEF	—
Weak Vs.	—

Two More Tablets to Go

Before you rush off after the third tablet, tie up a couple of loose ends. First, revisit the town of Crescent (page 48) just east of Fork Tower—you can learn a powerful new song there. Then take your airship to be modified, landing at the spot where Fork

Cid's Sub Skills



With Fork Tower out of the way, you can now visit Cid and Mid at the Catapult, beneath the surface of Crescent Island. Cid and Mid will modify the airship to grant you access to the seafloor of the merged world.

Tower used to be. Lastly, go to the Tower of Walse—now underwater, just east of the Torna Canal—to find a missing crystal shard and earn Mime, a secret job class.

A Secret Job!



Once you enter the sunken Tower of Walse, you'll have seven minutes before your party drowns. Move down the tower (you'll begin at the top) all the way to the first floor, using a Thief to flee unnecessary battles. There, you'll find Famed Mimic Gogo, protector of the shard. Do not attack—let the clock wind down, and you'll be rewarded the Mime job.

Merged World Seafloor



nce Cid and Mid spend some time tinkering with your airship, it will have the ability to plunge to the ocean floor. The airship submarine operates much like your sub from Krile's world, granting you access to the ocean

depths of the merged world. Five underwater locations in this world are accessible by submarine; each location is marked with blinking dots on your in-game map, and with labels here.

Underwater Passages

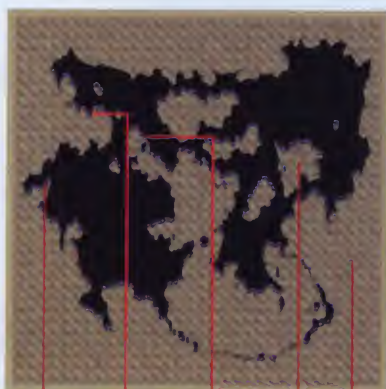
Some of the areas marked on the seafloor map are not your final destinations, but simply passages to otherwise unreachable locales on the overworld map. You can reach Istory Falls, for example, only by way of an underwater cave.

Psychic Mr. Clio

In a small underwater alcove, you'll find a strange-looking rock. Approach it in your submarine to enter the home of Mr. Clio, your psychic friend. Visiting the psychic isn't necessary, but it's fun to see how much you've accomplished thus far.



At no charge, Mr. Clio will reveal an interesting list of statistics regarding your game up to this point.



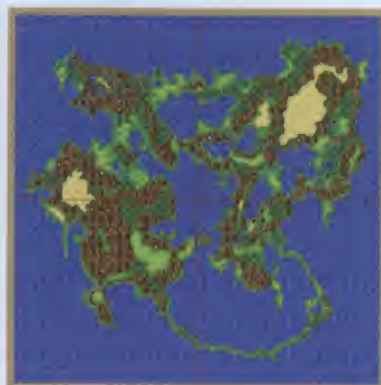
PASSAGE TO MOORE

MR. CLIO'S HOME

GREAT SEA TRENCH

PASSAGE TO I STORY FALLS

TOWER OF WALSE



Great Sea Trench



acquiring the third tablet will require a submarine ride to the far southeast corner of the world. Enter the underwater crevice via submarine and prepare for a long quest fighting through hordes of undead.

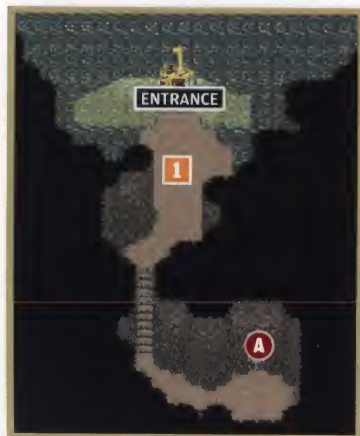
RECOMMENDED JOB:

BARD

Once again, the "Requiem" song will be quite useful. You may even want to have multiple Bards (or characters with the Sing ability), especially versus the final bosses.



B1



B2



WATER SCROLL

B3



MONSTERS

NAME	HP	WEAK VS.
Gargoyle	5,000	—
Unknown	6,500	Holy
Unknown	2,500	Holy
Unknown	3,500	Holy, Water
Unknown	2,500	Holy

1 Undead Dealings

The Great Sea Trench is full of unidentifiable beasts. Though each type fights differently, they all have one thing in common—they are undead. Holy weapons and magic will work well against these creatures, but not as well as the "Requiem" song, which affects all onscreen enemies and costs no MP to use.



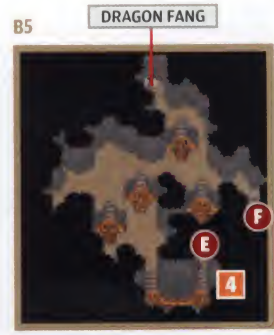
B4



B4



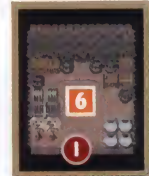
B5



B6



B7 - KINGDOM OF DWARVES



ARMOR

NAME	PRICE
Black Cowl	6,500
Black Garb	9,000
Black Robe	8,000
Circlet	4,500
Crystal Armor	12,000
Crystal Helm	10,500
Crystal Shield	9,000
White Robe	8,000

WEAPONS

NAME	PRICE
Gaia Hammer	12,800
Kiku-ichimonji	14,800
Morning star	7,800
Rune Bow	10,000

2 Avoid the Second Switch

On floor B2, you'll find a skull switch just around the corner from door C—press it. About halfway through the room, you'll find a second switch. Don't press this one, as it will only make your passage through the room more difficult.

3 Switches Galore

When you reach the outside area of floor B4, you'll encounter numerous switches. All but one are traps. Press the north-easternmost switch (illustrated in the shot to the right) to collect the treasure.

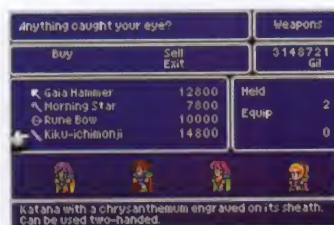


4 Walking on Air

Floors B5 and B6 are covered in lava. Either cast Float or have the Light Step ability enabled for one of your party members. (The new Mime job class is a great dumping ground for abilities such as this, because Mimes can select up to three separate abilities.)

5 Kingdom of Dwarves

On floor B7 in the Great Sea Trench, you'll find the Kingdom of Dwarves. Save your game (and use a Cottage if necessary), then head through door H to check out the rare items at the equipment shop. Approach the counter from different sides to see the weapon selection and the armor selection.



6 Magic-Lamp Side Quest

In the room through door I, you'll learn information about a peculiar yet powerful item called the Magic Lamp. Once you've completed the Great Sea Trench, head back to your old pal Boko (whose location is marked on the in-game map). From Boko's location, you need to travel to the waterfall in the northwest corner of the map. Take Boko northeast around the massive lake, then find your way west to the maze of rivers. Follow the river that leads to the top of the waterfall. Walk right into the falls with Boko—it's there that you will find the Magic Lamp. This mysterious item will summon a random monster when used during battle, and anyone in your party can tap its power over and over again. The lamp will even summon monsters that you haven't found yet.





J p. 81

7 Open Sesame

There are four skull switches in the lava-filled room just before the boss battle. The switch in the northeast corner will open a nearby door, leading to a Kaiser Knuckles. To open the door leading to the boss, you must activate all of the other three switches, then check the treasure chest near the door—the chest is really a switch that will complete the process.

➤ Triton / Nereid / Phobos

These agents of Exdeath each have a different weakness, but they're all undead. They can also revive each other, so it's best to defeat them simultaneously. "Requiem," the Sylstra Summon, and Black magic Thundaga will all be effective in sending this trio back to the Void.



Have at least one healer casting Curaga frequently, and multiple party members singing "Requiem" at the three nasty creatures.

STATUS

HP	13,333 / 13,333 / 13,333
EXP	—
Gil	—
STR	55 / 54 / 55
DEF	—
Weak Vs.	Ice / Fire / Earth



Istory Falls



To reach Istory Falls—home of the final tablet—submerge your sub just south of the actual waterfall (note the location of the falls on the map to the right), then follow the underwater cave on foot. You'll surface just next to the falls, and you can walk right in.



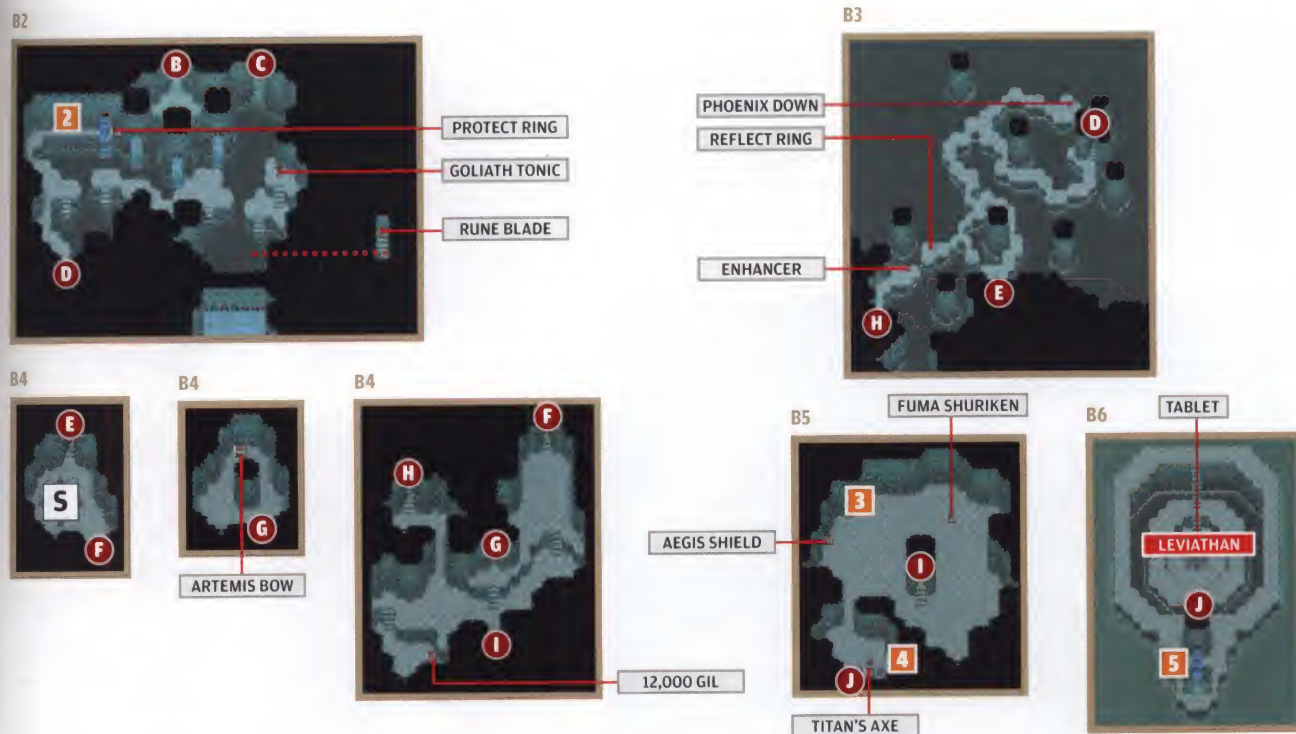
MONSTERS

NAME	HP	WEAK VS.
Alchymia	4,500	—
Aquagel	3,300	Lightning
Coral	2,150	Lightning
Druid	2,200	—
Gargoyle	5,000	—
Ironback	2,200	Ice
Mercury Bat	500	—
Steel Fist	4,000	—
Tonberry	39,393	—

1 Uphill Battle

The first area in Istory Falls will have you fighting uphill against the flow of the water. You can walk across the waterfalls in this room, but not up them. Find your way around using the sets of stairs, and be sure to pick up each treasure as you make your way toward the door marked A.





2 Mad Dash for the Chest

As soon as you activate the skull switch the water will stop—but only for a moment. Run to the chest and try to collect the Protect Ring before the waterfall starts up again.



3 Looking Sharp

Valuable equipment abounds on floor B5, but tread carefully—each chest is rigged with a spiky trap. Press the switches nearest each chest to reveal the traps rather than trigger them.



4 Only One Way Down

When you press the skull switch near the southernmost treasure chest on floor B5, it will reveal two pits. These pits are the only way to get to floor B6, where the fourth tablet and Leviathan await.

5 Back to the Ground

After you defeat Leviathan, step into the waterfall at the southern end of the room to be transported back to the overworld.

➤ Leviathan

Leviathan is weak to Lightning-based magic. Cast Thundaga and the Odin Summon to deal significant damage to the beast. To prepare for Leviathan's strong and frequent physical attacks, cast the Golem Summon on your party. Once you've defeated Leviathan, it will grant you the power to summon it in battle.



Leviathan's Tidal Wave attack will devastate your party. Equip any Coral Rings you have (you can purchase extras in the Phantom Village; see page 84)—they'll cause the attack to heal you instead of hurt you.

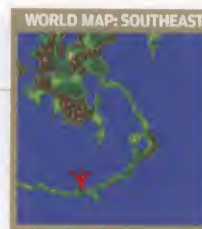
STATUS

HP	40,000
EXP	—
Gil	—
STR	85
DEF	25
Weak Vs.	Lightning

Phantom Village



ollowing the division of the world over 1,000 years ago, one village got stuck between dimensions. The Phantom Village is a mysterious place full of illuminating information and powerful items. Use the maps on the following pages to explore it thoroughly as you prepare for the final portion of your quest.



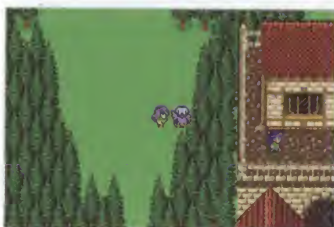
1 How to Get There

Though the Phantom Village exists between the merged world and the interdimensional rift, you can access it in the small patch of forest southwest of Crescent. Walk around the forest area until you encounter what seems to be a random battle—you'll be transported to the village.



2 An Old Friend

To reunite with the Black Chocobo, enter the secret passage behind the pub and find your way to the point marked F on the map. In the clearing, catch the Black Chocobo to earn the ability to use it for transportation once again. (You'll need to ride it to reach Phoenix Tower and North Mountain.)



WEAPONS 1

NAME	PRICE
Flame Scroll	200
Killer Bow	5,000
Kodachi	5,100
Lightning Scroll	200
Poison Rod	1,500
Shuriken	2,500
Water Scroll	200

WEAPONS 2

NAME	PRICE
Flametongue	10,000
Gaia Hammer	12,800
Icebrand	11,000
Kiku-ichimonji	14,800
Morning Star	7,800
Partisan	10,200
Rune Bow	10,000

ARMOR 1

NAME	PRICE
Black Cowl	6,500
Black Garb	9,000
Black Robe	8,000
Circlet	4,500
Crystal Armor	12,000
Crystal Helm	10,500
Crystal Shield	9,000
White Robe	8,000

ARMOR 2

NAME	PRICE
Angel Ring	50,000
Angel Robe	3,000
Coral Ring	50,000
Flame Ring	50,000
Hermes Sandals	50,000
Lamia's Tiara	2,500

ITEMS 1

NAME	PRICE
Antidote	30
Eye Drops	20
Gold Needle	150
Hi-Potion	360
Maiden's Kiss	60
Mallet	50
Phoenix Down	1,000
Potion	40

ITEMS 2

NAME	PRICE
Elixir	50,000
Ether	1,500
Goliath Tonic	110
Hero Cocktail	110
Holy Water	150
Iron Draft	110
Power Drink	110
Speed Shake	110

MAGIC 1

NAME	PRICE
Chocobo	300
Float	300
Mini	300
Remora	250
Speed	30
Sylph	350
Teleport	600
Toad	300

MAGIC 2

NAME	PRICE
Arise	10,000
Banish	10,000
Death	10,000
Dispel	10,000
Osmose	10,000
Quick	10,000

3 Piano Master!

At the end of the hallway and through a secret passage, you'll find an old piano. This is the final piano in the game, and if you've played them all up to this point, you'll officially be a piano master. That means you can revisit the musician in Crescent to learn his third song, "Hero's Rime."



4 Around the World in a Day

The man in the basement of the pub will promise you something special if you can ride around the entire world on a Yellow Chocobo. Go get Boko, and make your way back to the Phantom Village. From that point, you must ride around the entire world once, staying as close to the edge as you can. There is only one way to do it, so follow your map closely and remember that Boko can cross rivers. When you return to the Phantom Village, speak with the man again—he'll call you crazy and give you a Mirage Vest, a magical piece of armor that almost anyone can equip.

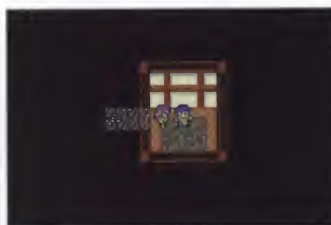


5 Second Weapon Shop

There are two weapon dealers in the Phantom Village. The more obvious one is through the front door, and the other is just behind him in the same building. To find the second weapon salesman, enter the back door of the pub and follow the point labels on the map until you reach him.

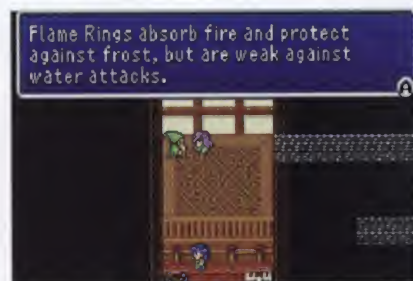
6 Second Magic Shop

The first magic shop has only weak-sauce merchandise. To find the good stuff, head back out the door and to the left. Around the back of the shop (at point H), you'll find the second magic salesman. Here, you can buy high-level (but expensive) Black, White, and Time magic.



7 Second Armor Shop

Head through the door marked I, then investigate the crate just inside the door. It will open up the counter, giving access to a secret passage behind it. Follow the passage to find the second armor shop, full of pricey rings and robes.



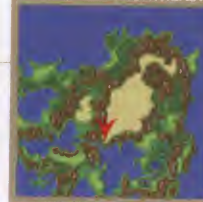
Rings are expensive, but incredibly powerful against enemies that specialize in a specific element. Talk to the old man nearby to learn which ring does what.

Phoenix Tower



located in the northeast area of the world map, Phoenix Tower is an optional area meant to test your skill and reward you with valuable treasure. It is a great place to level up your party, but it's also incredibly challenging. There are no save spots in the tower, so come prepared.

WORLD MAP: NORTHEAST



MONSTERS

NAME	HP	WEAK VS.
Bandercoeur	2,600	Fire
Cherie	4,000	—
Kuza Beast	5,000	Wind
Lemure	3,800	—
Liquid Flame	3,000	Ice, Water
Magic Pot	65,255	—
Parthenope	3,900	—
Soul Cannon	22,500	Lightning

1 Black Chocobo Express

To reach Phoenix Tower, you must ride the Black Chocobo (available in the Phantom Village). Land your Chocobo in the small forest area near the desert in the northeast, then finish the trek on foot. The tower is in the south portion of the desert.



1ST FLOOR

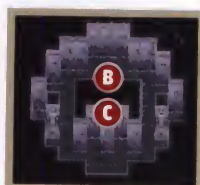


1

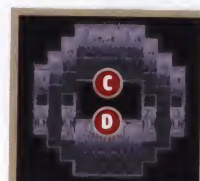
2ND FLOOR



3RD FLOOR



4TH FLOOR



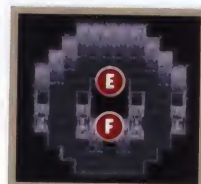
5TH FLOOR



PHOENIX DOWN

5,000 GIL

6TH FLOOR



7TH FLOOR



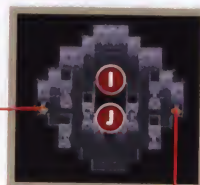
8TH FLOOR



9TH FLOOR



10TH FLOOR



10,000 GIL

PHOENIX DOWN

11TH FLOOR



12TH FLOOR



13TH FLOOR



2 Fifty-Fifty Stakes

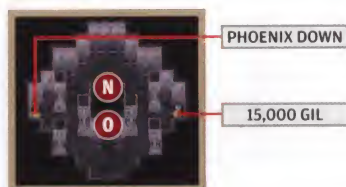
When you first enter the tower, it will seem as if there is nowhere to go. But if you check the wall directly in front of the entrance, you'll find the staircase to the next level. Depending on which side of the wall you check, you may encounter a monster, which you'll have to defeat to proceed. This trend continues throughout many of the tower's levels.



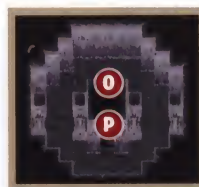
14TH FLOOR



15TH FLOOR



16TH FLOOR



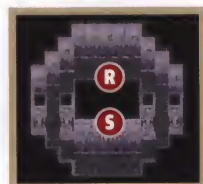
17TH FLOOR



18TH FLOOR



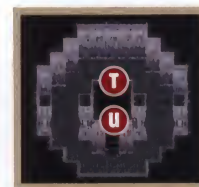
19TH FLOOR



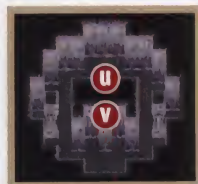
20TH FLOOR



21ST FLOOR



22ND FLOOR



23RD FLOOR



24TH FLOOR



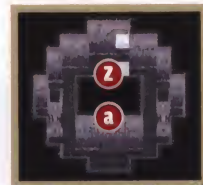
25TH FLOOR



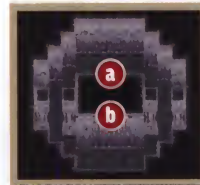
26TH FLOOR



27TH FLOOR



28TH FLOOR



29TH FLOOR



3 Whiny Little Pot

Every once in a while, you'll reach a level that has a pot on either side. The pot containing gil (see the map callouts) will offer no resistance, but the pot that holds an item will pit you against a monster called Magic Pot. The monster will not attack, but rather will whine at you until you give him an Elixir. You never know how many Elixirs it will take to appease the pot, but when it flees, you'll earn 100 Ability Points. You can also just run away and avoid the whole ordeal.



4 A Hard-Earned Summon

At the top of the tower, Lenna will have a flashback about her Wind Drake, Hiryu. You'll be asked a strange question, and if you answer nicely, you'll walk away with its Summon. When it's all over, Teleport out of the tower.

Return to North Mountain

When you're through with Phoenix Tower, stay in the desert and pay a visit to the newly relocated North Mountain. It's the same as it was before, but when you reach the summit, you'll face the difficult task of fighting Bahamut for his Summon. Defeat the powerful creature, then teleport back down and head for the Interdimensional Rift.

➤ Bahamut

Bahamut will not give up his Summon easily. He'll pummel your party with some very strong magic, including Mega Flare—a spell that will likely wipe you out. Summon Carbuncle early on, and attack Bahamut with Holy and Flare. When the beast uses Mega Flare, it will be reflected back for 9,999 damage.



The Carbuncle Summon is by far your best defense against Bahamut. You'll likely have to summon it again when it wears off, so keep your Summoner alive!

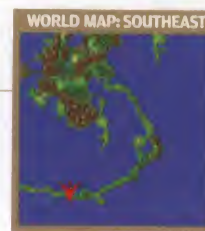
STATUS

HP	40,000
EXP	—
GIL	—
STR	69
DEF	10
Weak Vs.	—

The "???" Cave



Something very exciting awaits your party before you head to the final area. A strange underwater chasm has opened and will transport your submarine to a mysterious place, where crystal shards and three new job classes await. These jobs are brand-new and exclusive to the Game Boy Advance version of the game. Once you finish the game, return to the cave to reach the Scaled Temple.



Bubbles in the Sea

Return the four tablets to the Sealed Castle, and the mysterious chasm will open. Head to the south end of the map in your airship, and look for bubbles on the surface of the water near the Phantom Village. Take your submarine down at the bubbly spot to enter the chasm.



Three New Jobs!

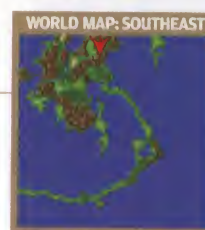
You'll find the jobs Oracle, Cannoneer, and Gladiator inside the chasm. You'll also meet a traveling salesman who will tell you a bit about the jobs and how to use them. After the event, you can find the salesman wandering near item shops in various towns. Visit him to buy ammo for the Cannoneer's Combine abilities.



Interdimensional Rift

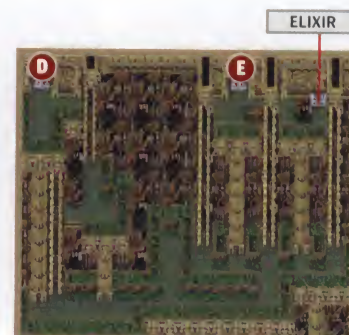


The final leg of your journey is long, with few save spots and no shops. Come prepared with a full stock of recovery items, including Ethers and Hi-Potions. When you're ready, head to the spot where Castle Tycoon used to be, and fly your airship into the black void—you'll be transported to the Interdimensional Rift.



MONSTERS

NAME	HP	WEAK VS.
Achelon	3,200	Water
Ammonite	2,780	—
Ankheg	2,780	Ice
Archeotoad	800	Ice
Baldanders	3,000	—
Crew Dust	240	Ice, Wind, Water
Death Dealer	3,000	—
Dhorme Chimera	1,000	—
Drippy	900	Poison
Enchanted Fan	1,000	—
Farfarello	2,580	Poison
Ghidra	3,000	—
Great Dragon	10,000	Water
Grenade	3,000	—
Lamia	900	Ice
Landcrawler	22,000	—
Level Checker	5,000	—
Lycaon	500	Fire
Metamorph	7,000	Wind, Water
Moss Fungus	5,000	Fire, Water
Orukat	2,100	Earth, Water
Poison Eagle	100	—
Ronkan Knight	860	—
Stone Mask	450	Lightning
White Flame	1,600	—
Zombie Dragon	4,590	Fire



ETHER COTTAGE
ELIXIR DARK MATTER



1 Timeless Adventure

When you pass through door H in the ruins, you'll find yourself transported to the Phantom Village. But time has stopped in the village, so you won't be able to talk to anyone or buy anything. Find your way to the village's exit, then head through the woods to fight Calofisteri.



While in the frozen-in-time Phantom Village, find the pot containing healing water, and restore your party to perfect health before moving on.

2 Steer Clear

As soon as you exit the save area through door M, you'll see a machinelike monster patrolling the area. This is Omega, an incredibly powerful enemy that will most certainly destroy you. Avoid Omega for now—come back later when you're good and prepared, and up for a major challenge. (See page 92 for strategy against Omega.)



Wait for Omega to be in this position, then make a mad dash underneath him to avoid a deadly encounter.

➤ Calofisteri

Calofisteri will attempt to cast various magic on your party and on herself throughout the battle, but she's very susceptible to Silence. Use Spellblade magic to infuse a party member's sword with Silence, then let Calofisteri have it with a barrage of physical attacks.

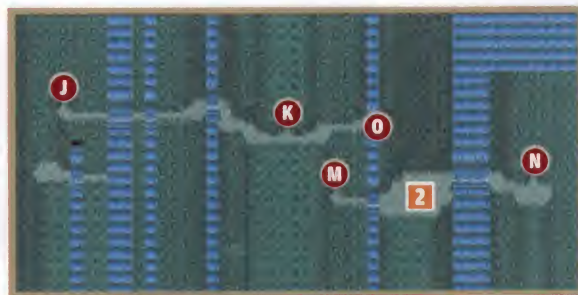
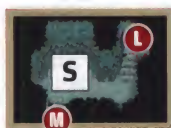


STATUS

HP	18,000
EXP	—
Gil	—
STR	66
DEF	50
Weak Vs.	—



p. 90



➤ Apanda

Apanda is weak to fire—use Firaga in either Black-magic form or Spellblade form to eliminate the beast. If you summon Ifrit, Apanda will turn its back for a moment.



STATUS

HP	22,200
EXP	—
Gil	—
STR	73
DEF	23
Weak Vs.	Fire

3 Turning Over a New Page

Once Apanda is no more, the book on the table becomes a switch of sorts. If the book is open, the door marked P will take you to the next dungeon's entrance (see page 90). If it's closed, you can return from whence you came. If you choose to go back to the save point, be very careful not to run into Omega on the way back.

MONSTERS

NAME	HP	WEAK VS.
Alte Roite	6,000	—
Blind Wolf	900	Fire
Blue Dragon	6,900	—
Death Claw	4,000	Water
Dragon Aegis	7,000	Water
Fury	5,000	Water
Galajelly	75	—
Hellraiser	1,050	—
Iron Giant	18,000	Water
Jura Aegis	15,000	—
Magic Dragon	2,900	Poison, Wind
Mammon	1,700	Fire
Mini Magician	1,100	—
Mythril Dragon	600	—
Ninja	5,000	—
Red Dragon	7,500	Ice, Earth, Water
Sword Dancer	3,000	—
Yellow Dragon	8,500	—
Yojimbo	3,960	—

4 Fight and Save

When you enter the jail cell through door C, your first order of business should be to fight Azulmagia. The boss isn't terribly difficult, and once you've defeated it, a save point will open up in the cell. Save your game, then visit the remaining jail cells.

5 Chest Protectors

In two of the jail cells, you'll find three Alte Roite monsters hellbent on protecting the chest within. Save before taking out these finicky monsters—they sometimes cast Encircle, erasing one of your party members for the remainder of the battle. Alte Roites are also incredibly skilled at evading physical attacks. Cast White-magic spell Holy on an Alte Roite until it changes form to a Jura Aegis—after that, one hit from a summoned Odin will likely do the trick.

6 Onward to Exdeath!

Although the castle seems like a maze, the path to the next area is fairly linear—but there are several bosses in the way. When you ascend the staircase marked J, you'll be on the castle's top level, ready to face the area's final boss, Twintania. After you fell the beast, a long staircase will appear, leading to the final area of the Interdimensional Rift.

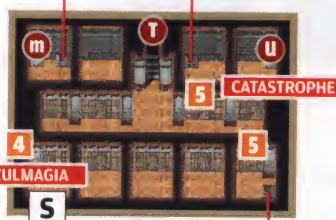


After you defeat Twintania, there won't be a save spot for a while. You may want to head back to the castle prison and save there.



MAN-EATER

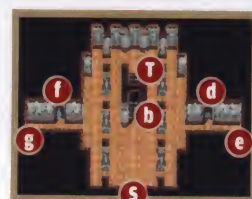
RED SLIPPERS



AZULMAGIA

S

RAINBOW DRESS



THOR HAMMER



HERMES SANDALS



➤ Azulmagia

Azulmagia is weak to Poison, so have a Mystic Knight (or a character with the Spellblade ability) infuse a strong sword with Bio—it will inflict major damage to the boss.



STATUS

HP	27,900
EXP	0
Gil	0
STR	65
DEF	30
Weak Vs.	Poison

➤ Halicarnassus

At the start of this battle, Halicarnassus will turn your entire party into toads. Use Maiden's Kiss items or cast Esuna to change everyone back, then let the boss have it with strong attacks.

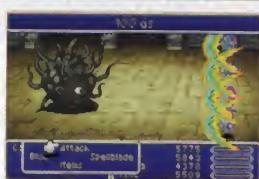


STATUS

HP	33,333
EXP	0
Gil	0
STR	65
DEF	10
Weak Vs.	—

➤ Catastrophe

If you approach Catastrophe prepared, this battle is a piece of cake. Cast Float on your entire party, and equip at least one Reflect ring. As long as one character is floating, the boss won't attack.



STATUS

HP	19,997
EXP	0
Gil	0
STR	67
DEF	40
Weak Vs.	—

➤ Twintania

Twintania will charge up its power for a Giga Flare attack. Equip Coral Rings to absorb the enemy's Tidal Wave attack, and try to take the beast down quickly.



STATUS

HP	50,000
EXP	0
Gil	0
STR	90
DEF	30
Weak Vs.	Holy, Water



7 Little Lost Gilgamesh

When you finally reach the rift's last floor, you'll find Gilgamesh, who will engage you in battle. Hit him with a few strong physical attacks to knock some sense into him, and he'll realize who you are. After a brief conversation, Gilgamesh will leave, and you can access the warp to the next area.

8 Another Lost Cause

The chest in the area just before you reach Exdeath contains a powerful Ragnarok, but you'll have to go through Shinryu to get it. Like with Omega, you should avoid Shinryu on your first trip through the Rift. It is an incredibly formidable boss—much harder than Exdeath—and requires some serious power and strategy. (See page 92 for details.)



➤ Necrophobe

Necrophobe's barriers will reflect all Black-magic spells, so take the four of them out using strong Summons such as Bahamut, strong physical attacks, and a Samurai's Zeninage attack. Once they're gone, let loose on the Necrophobe.



STATUS	
HP	44,044
EXP	—
Gil	—
STR	99
DEF	50
Weak Vs.	All Elements

➤ Exdeath

Exdeath's first form has no weaknesses, so hit it with your most powerful attacks, and cast Hastega to move things along. Exdeath will cast White Hole—when it does, you must remove the stone status from the affected character, then revive the character.



STATUS	
HP	49,001
EXP	—
Gil	—
STR	111
DEF	35
Weak Vs.	—

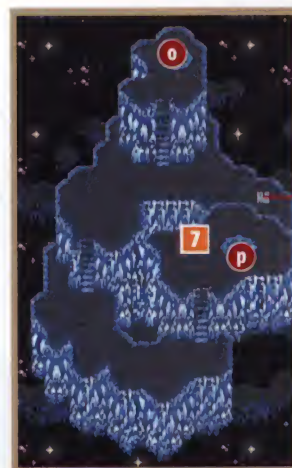
➤ Neo Exdeath

Neo Exdeath is a tough fight. If need be, stick around near the save spot and level up your party to the mid 40s. Before attacking, summon Golem to ward off Neo Exdeath's physical barrage. The final boss has four targets, but some of them are decoys—so it's best to use attacks that will hit all four parts at once.

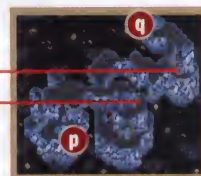


Bring lots of gil: a Samurai's Zinage attack will do wonders against Neo Exdeath. Summons are surprisingly ineffective.

STATUS	
HP	?
EXP	?
Gil	?
STR	?
DEF	?
Weak Vs.	?



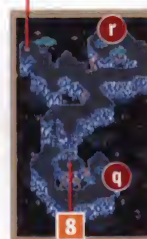
FUMA SHURIKEN



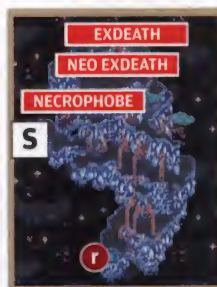
ELIXIR

FUMA SHURIKEN

FUMA SHURIKEN



RAGNAROK



EXDEATH

NEO EXDEATH

NECROPHOBE

MONSTERS

NAME	HP	WEAK VS.
Belphegor	6,000	—
Crystal Dragon	17,500	—
Crystelle	3	—
Gorgimera	10,000	Water
King Behemoth	18,000	Water
Mindflayer	4,700	—
Mover	10,000	Fire
Necromancer	6,900	Water

Secret Dungeons

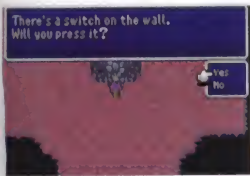


After Exdeath is no more, peace is restored to the world, and the credits have rolled, save your game—you'll have access to the world map once again. Aside from Exdeath's absence, there's one big change to the world—the Sealed Temple has appeared deep within

the ocean. The Sealed Temple grants you access to a series of highly difficult dungeons full of powerful new weapons and armor, challenging new enemies, and a brand-new job class. These dungeons are exclusive to the Game Boy Advance version of the game—use the strategies below to explore them thoroughly.

Finding the Temple

Return to the "???" cave (southwest of the Phantom Village and underwater) and press the skull switch on the pillar in the center of the cave. This will unlock the Sealed Temple, which you can access through the northwesternmost door in the cave. From there, you can enter dungeons through doors and warp points.



The "???" cave is the same place in which you gained the Oracle, Cannoneer, and Gladiator job classes.

Stone Softener

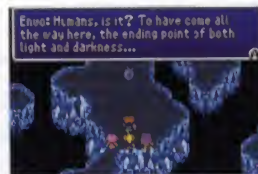
In the Arena, a stone statue blocks your way. After investigating the statue, you must backtrack to the Ruined Shrine (just beyond the River of Souls) and find the man who has the Softening Serum. Once you have the serum, use it on the statue—Grand Aegis will then attack you. When the dust settles, you'll be able to proceed further into the dungeon.



Find the softening serum and bring it to the Arena fight against the Grand Aegis.

This Is the End

Once you've defeated Omega Mk.II and Neo Shinryu, return to the jail cell near the entrance to the Sealed Temple to face Archeodemon. Fell the beast to break the seal in Abyssal Falls, opening the warp point to the final area—Lethe Court.



Follow the warps in Lethe Court to the last two bosses: Guardian and Enuo.

Pesky Gil Turtle

You may have been able to avoid it at Gil Cave, but you'll finally have to face the Gil Turtle to proceed through the dungeons. You'll find the monster blocking a corridor in the River of Souls. Cast Float on your party before you engage the Gil Turtle. Once you've defeated it, you'll earn a Grand Helm, then have access to the area beyond the corridor.

Behemoth Hunting

Deep in the River of Souls, you'll meet a man who asks you to catch a Behemoth. Head to Titans' Grotto, and capture a Behemoth by using the Catch ability, then return to the man—he'll unlock the large door in the courtyard of the Sealed Temple; it leads to the Arena.



Catching a Behemoth will be a lot easier if your character has a Kornago Gourd equipped.

Omega Marathon

Just past the Abyssal Falls' save point you'll find a room crawling with machinelike monsters. Each one is an Omega (the boss from the Interdimensional Rift). This enemy is formidable (see strategy for defeating it on the previous page)—avoid as many as possible.



Deep within the Tomb of Memory, you'll find a switch that opens the entrance to Neo Shinryu's lair (accessible from Abyssal Falls), as well as the tomb's boss, Omega Mk.II.

Power of the Damned

Upon defeating Enuo, you'll be transported back to the temple's entrance and receive access to the game's final job class: Necromancer. (See page 94 for details on that job.) You'll also gain access to the Cloister of the Dead, an arena of endless enemy encounters.

MONSTERS

NAME	HP	WEAK VS.
Assassin	10,000	—
Behemoth	15,000	—
Claret Dragon	17,000	—
Dark Elemental	5,500	Varies
Dinozombie	20,000	Holy
Duelist	15,000	—
Exoray	6,000	Fire
Hades	33,333	Holy
Ironclad	22,000	—
Medusa	7,500	—
Mini Satana	6,500	—
Soul Eater	7,000	—

➤ Grand Aegis

Come into this fight with Angel Robes or Angel Rings equipped—they will counter the boss's Zombie Powder attack. Grand Aegis is followed into battle by two Dark Elementals that will heal the boss by using White Wind. If you try to take out the Dark Elementals first, they will only regenerate. Instead, attack all three enemies at once with Zeninage and the Bahamut Summon.

STATUS

HP	42,000
EXP	—
Gil	—
STR	120
DEF	60
Weak Vs.	—

➤ Omega Mk.II

At the start of the battle, Omega Mk.II will perform Barrier Change, altering its elemental weakness. If you try to use the Scan ability, it will be reflected back. If you first cast Reflect on yourself, though, the Scan will bounce again, revealing the boss's weakness. When you don't know Omega Mk.II's weakness, a powerful sword infused with Flare (via the Spellblade ability) and the Rapid Fire ability will be effective.

STATUS

HP	65,000
EXP	—
Gil	—
STR	150
DEF	200
Weak Vs.	Lightning

➤ Neo Shinryu

Neo Shinryu is the most difficult boss in the game. Enter the battle with Aegis Shields, Ribbons, and Hermes Sandals equipped. Assign the White ability to everyone, and start casting Curaga as soon as possible. When you're not healing your party, have a character use the Spellblade ability to infuse a strong sword with Flare. This will deal significant damage to Neo Shinryu, as will the Dragon Shot attack, unleashed by mixing a Buckshot with a Dragon Fang via the Cannoneer's Combine ability.

STATUS

HP	65,000
EXP	—
Gil	—
STR	200
DEF	100
Weak Vs.	—

➤ Guardian

Deep within Lethe Court you'll find Guardian. If you've got plenty of gil (by this point, you should), attack it over and over again with Zeninage—it will deal great damage to each of the mechanical beast's parts. In addition, use your strongest Summons and magic capable of striking multiple enemies. The Bahamut Summon will be effective, as will Time-magic spell Meteor and White-magic spell Holy. Avoid all Thunder-based spells.

STATUS

HP	55,000
EXP	—
Gil	—
STR	110
DEF	40
Weak Vs.	—

➤ Archeodemon

Archeodemon is an undead monster with a nasty trick up its sleeve: if you strike the boss with a weapon, for instance, it will cast Death on itself, thereby refilling its HP. Attack Archeodemon with strong magic (such as Time-magic spell Meteor) and the "Requiem" song, and be sure to heal your party with Curaga or White Wind.

STATUS

HP	50,000
EXP	—
Gil	—
STR	180
DEF	40
Weak Vs.	—

➤ Enuo

You'll find Enuo at the far end of Lethe Court, just past Guardian. Equip Ribbons and Aegis Shields to your party members, and attack Enuo using Flare, Holy, and the Bahamut Summon. Employ Elixirs and Curaga to survive the difficult battle.

STATUS

HP	?
EXP	?
Gil	?
STR	?
DEF	?
Weak Vs.	?

Necromancer



STATUS

STR	+4
AGL	+1
STM	+21
MGC	+29

ABILITIES

LEARNED AT LEVEL	NAME	ABP	DESCRIPTION
1	Oath	15	Call an undead monster into battle.
2	Dark Arts (L1)	30	At level one, perform dark magic.
3	Dark Arts (L2)	45	At level two, perform dark magic.
4	Dark Arts (L3)	60	At level three, perform dark magic.
5	Dark Arts (L4)	100	At level four, perform dark magic.
6	Dark Arts (L5)	200	At level five, perform dark magic.
7	Undead	300	Become undead. Take damage from recovery items or magic.

Dead Man's Party

Necromancers can call forth undead creatures, as well as cast powerful Dark Arts spells. Like a Blue Mage, the Necromancer must learn his spells in battle. To learn a Dark Arts spell, a Necromancer must defeat an enemy that knows the spell. The downside to the job class is that the Necromancer himself is undead, and cannot be cured with conventional healing spells like Curaga or White Wind.

EQUIPMENT:

RODS, ROBES, ARMLETS, MAGIC CAPS



Dark Arts spells generally attack multiple enemies at once, and often carry some nasty status effects.



Data Appendix

Weapons

Every weapon in the game is listed here, along with information regarding the strengths and weaknesses of each.

<div>Abilities that are compatible with this weapon</div> <div>The weapon's attack power</div> <div>Weapon category</div> <div>Various effects caused by attacking with this item; Effects on the wielding character's stats (denoted by + or -)</div> <div>"★" signifies that it's possible to throw this weapon in battle</div> <div>Monster you can steal this weapon from / Monster who will drop this weapon upon defeat</div> <div>First appearance in the guide</div>					
AXE					
TWO-HANDED, DUAL-WIELD					
NAME	ATTACK	EFFECT	THROW	STEAL/DROP	PAGE
Battle Axe	23	—	★	Bio Soldier / —	38
Death Sickle	43	33% chance it will cast Death	—	Mykale / Berserker	—
Earthbreaker	133	STR+5, STA+5 AGI-5, MAG-5	★	Ironclad / —	—
Ogre Killer	33	—	—	— / —	48
Poison Axe	48	Inflicts Poison	★	Reflect Knight / —	60
Rune Axe	71	MAG+3; Increases attack and consumes 5 MP	★	— / —	55
Titan's Axe	91	—	—	Twintania / —	82
BELL					
DUAL-WIELD					
NAME	ATTACK	EFFECT	THROW	STEAL/DROP	PAGE
Diamond Bell	24	—	—	— / —	41
Gaia Bell	35	Earth-infused; 25% chance it will cause an earthquake	—	— / —	55
Rune Chime	45	Increases Attack and consumes 5 MP	—	— / Baldanders	—
Tinklebell	55	—	—	— / Twintania	—
BOW					
—					
NAME	ATTACK	EFFECT	THROW	STEAL/DROP	PAGE
Aevis Killer	91	Effective against Aevis creatures	—	Tot Aevis / Tot Aevis	—
Artemis Bow	111	Effective against magic beasts	—	Dragon Aevis / —	82
Dark Bow	43	Inflicts Blind	—	— / Enchanted Fan	55
Elven Bow	56	15% chance of a critical hit	—	Berserker / —	66
Fairy's Bow	130	Inflicts Confuse	—	— / Grand Aevis	93
Flame Bow	39	Infused with the power of Fire	—	— / Liquid Flame	49
Frost Bow	39	Infused with the power of Ice	—	— / Cray Claw	49
Hayate Bow	69	25% chance it will attack multiple times	—	Poison Eagle / Abductor	70
Killer Bow	49	Sometimes kills an enemy with one hit	—	Ghidra / —	58
Rune Bow	0	Inflicts Silence	—	— / Gilgamesh	80
Silver Bow	38	—	—	Harvester / —	48
Thunder Bow	39	Infused with the power of Thunder	—	— / —	49
Yoichi's Bow	101	STR+3, AGI+3; 30% chance of a critical hit	—	— / —	55
FLAIL					
TWO-HANDED, DUAL-WIELD					
NAME	ATTACK	EFFECT	THROW	STEAL/DROP	PAGE
Flail	16	—	—	Atomos / —	41
Morning Star	50	—	—	— / —	80
HAMMER					
TWO-HANDED, DUAL-WIELD					
NAME	ATTACK	EFFECT	THROW	STEAL/DROP	PAGE
Gaia Hammer	58	Earth-infused; 25% chance it will cause an earthquake	★	— / Titan	80
Mythril Hammer	28	—	—	Drippy / —	41
Thor Hammer	81	—	—	Death Claw / —	90
War Hammer	38	—	★	Bio Soldier & Reflect Knight / —	55

HARP

NAME	ATTACK	EFFECT	THROW	STEAL/DROP	PAGE
Apollo's Harp	45	Effective against dragons and undead	—	— / —	55
Dream Harp	25	Puts enemies to sleep	—	Traveler / Traveler	55
Lamia's Harp	35	Confuses enemies	—	—	57
Silver Harp	15	—	—	—	49

KATANA**TWO-HANDED, DUAL-WIELD**

NAME	ATTACK	EFFECT	THROW	STEAL/DROP	PAGE
Ashura	42	12% chance of a critical hit	★	Numb Blade / —	48
Kiku-ichimonji	87	12% chance of a critical hit	★	Ninja / —	80
Kotetsu	58	12% chance of a critical hit	★	— / Numb Blade	70
Masamune	107	15% chance of a critical hit; always strikes first	★	— / —	55
Murakumo	117	20% chance of a critical hit	★	Yojimbo / —	—
Murasame	97	25% chance of a critical hit	★	Rukh / Twintania	—
Mutsunokami	142	30% chance of a critical hit	★	— / —	93
Osafune	51	12% chance of a critical hit	★	— / —	60
Wind Slash	44	12% chance of a Wind Slash; raises power of Wind	★	— / —	58

KNIFE**SPELLBLADE, DUAL-WIELD**

NAME	ATTACK	EFFECT	THROW	STEAL/DROP	PAGE
Air Knife	56	Wind-infused; Raises power of Wind attacks	★	— / —	66
Assassin's Dagger	81	AGI+1; 25% chance it will cast Death	★	— / —	55
Chicken Knife	1	AGI+5; 25% chance your party will flee; Attack increases when you escape from battle (maxes out at 127)	—	— / —	66
Dagger	14	—	★	— / Skeleton	38
Dancing Dagger	51	AGI, MAG+1; Sometimes causes user to dance	—	Shadow Dancer / —	56
Gladius	118	AGI+2; Holy-infused	★	— / —	93
Knife	7	Equipped by Lenna early on	★	— / —	—
Mage Masher	31	MAG+1; 33% it will cast Silence	★	— / —	48
Main Gauche	36	Blocks attacks	★	Mindflayer / —	41
Man-Eater*	89	STR+2, AGI+2, STA+2, MAG+2 / Effective against humans	—	Alchymia / —	90
Mythril Knife	23	—	★	— / —	41
Orichalcum Dirk	41	—	★	— / —	55
Thief Knife	66	AGI+1; 33% of performing Mug	—	— / —	84

*Equippable only by Dancers and Freelancers; Not compatible with the Spellblade ability

KNIGHT SWORD**TWO-HANDED, SPELLBLADE, DUAL-WIELD**

NAME	ATTACK	EFFECT	THROW	STEAL/DROP	PAGE
Apocalypse	145	STR+3, STA+3	★	— / —	93
Blood Sword	84	MAG+5; Absorbs enemy's HP	—	King Behemoth / —	62
Brave Blade	150	STR+5; Attack decreases each time you flee from battle	—	— / —	66
Defender	99	Sometimes parries enemy attacks and casts Protect	★	Sea Devil / —	78
Excalibur	110	STR+5; Holy-infused	★	— / —	55
Flametongue	63	Infused with the power of Fire	—	Achelon / —	67
Icebrand	65	Infused with the power of Ice	—	Sword Dancer / —	70
Ragnarok	140	—	★	Neo Exdeath / —	88

NINJA SWORD**SPELLBLADE, DUAL-WIELD**

NAME	ATTACK	EFFECT	THROW	STEAL/DROP	PAGE
Kagenui	126	AGI+3; Casts Stop	★	— / —	93
Kodachi	46	AGI+1	★	— / —	58
Kunai	29	AGI+1	★	— / —	50
Sasuke's Katana	99	AGI+1; Blocks attacks	★	— / —	55

ROD DUAL-WIELD

NAME	ATTACK	EFFECT	THROW	STEAL/DROP	PAGE
Demon's Rod	55	MAG+2; Poison-infused; 20% chance it will cast Death	—	— / —	93
Flame Rod	16	Fire-infused; Raises power of Fire; Casts Firaga	—	— / Ricard Mage, Liquid Flame	41
Frost Rod	16	Ice-infused; Raises power of Ice; Casts Blizzaga	—	— / Shiva	41
Lilith Rod	30	25% chance it will cast Osmose	—	Farfarello / —	89
Magus Rod	40	Raises power of Fire, Ice, Lightning, Earth, Wind, Poison	—	— / —	55
Poison Rod	32	Poison-infused; Raises power of Poison; Casts Bio	—	Black Warlock / —	58
Rod	8	MAG+1	—	Ricard Mage / Mani Wizard	35
Thunder Rod	16	Lightning-infused/Raises power of Lightning; Casts Thundaga	—	Yellow Dragon / —	41
Wonder Wand	0	MAG+2; Randomly casts spells; Casts Return	—	Exdeath / —	78

SPEAR DUAL-WIELD

NAME	ATTACK	EFFECT	THROW	STEAL/DROP	PAGE
Dragon Lance	119	Effective against dragons	★	Crystal Dragon, Neo Exdeath / —	—
Heavy Lance	54	—	★	— / —	60
Holy Lance	109	Holy-infused; STR+3	★	— / —	55
Javelin	55	STR+1	★	Sand Bear / —	—
Longinus	132	STR+2	★	— / —	93
Mythril Spear	30	—	★	— / —	41
Partisan	62	—	★	Ziggurat Gigas / —	70
Spear	25	AGI+1	★	Shell Bear / —	—
Trident	38	Infused with the power of Lightning	★	Dhorme Chimera / Enkidu	48
Twin Lance*	61	Slashes enemy twice	★	Object d'Art / King Behemoth	84
Wind Spear	44	Infused with the power of Wind	★	Manticore / —	55

*Equippable only to Mimes, Ninjas, Thieves, and Freelancers

SPECIAL DUAL-WIELD

NAME	ATTACK	EFFECT	THROW	STEAL/DROP	PAGE
Moonring Blade	35	—	—	Belphegor / —	84
Rising Sun	71	—	—	Belphegor / —	76

STAFF DUAL-WIELD

NAME	ATTACK	EFFECT	THROW	STEAL/DROP	PAGE
Healing Staff	0	MAG+2; Casts Cura on user	—	Sleepy / Alte Roite	41
Judgment Staff	60	MAG+3; Holy-infused; Casts Dispel	—	Black Warlock & Istory Lythos / —	—
Mace of Zeus	78	MAG+3	—	— / —	93
Power Staff	0	STR+5; 99% chance it will cast Berserk	—	— / Black Warlock	—
Sage's Staff	53	Effective against undead; Raises power of Holy; Casts Raise	—	— / —	55
Staff	9	Available as a two-handed weapon	—	Metamorph / —	35
Staff of Light	45	Holy-infused; Mag+2; Casts Holy	—	Halicarnassus / Metamorph	—

SWORD TWO-HANDED, SPELLBLADE, DUAL-WIELD

NAME	ATTACK	EFFECT	THROW	STEAL/DROP	PAGE
Ancient Sword	43	33% chance it will cast Old	★	Landcrawler / —	52
Broadsword	15	—	★	— / —	35
Coral Sword	37	Infused with the power of Lightning	★	— / —	48
Enhancer	102	MAG+3	—	Sword Dancer / —	82
Excalipoor	100	Always deals only 1 damage	★	— / Gilgamesh	—
Great Sword	57	—	★	— / —	57
Long Sword	22	—	★	— / —	37
Mythril Sword	31	—	★	— / —	41
Rune Blade	50	Increases Attack and consumes 8 MP	—	Stingray / —	82
Sleep Blade	49	Inflicts Sleep	★	— / —	55
Ultima Weapon	180	STR+2, AGI+2, STA+2	★	— / Neo Shinryu	—

WHIP		DUAL-WIELD				
NAME	ATTACK	EFFECT	THROW	STEAL/DROP	PAGE	
Beast Killer	72	Effective against magic beasts; 50% chance it will inflict Paralyze	—	Iron Fist, Unknown / —	76	
Blitz Whip	42	33% it will cast Thunder	—	Flaremancer / —	48	
Chain Whip	52	50% it will inflict Paralyze	—	— / —	55	
Dragon's Whisker	92	Effective against dragons; 50% chance it will inflict Paralyze	—	Shinryu / Stingray	—	
Fire Lash	82	STR+2, AGI+2; 33% it will cast Firaga	—	— / —	55	
Whip	26	50% chance it will inflict Paralyze	—	— / Magissa	41	

Armor

This section lays out every piece of armor in the game, broken down by category and accompanied by detailed stats and effects.

Armor category	STATS: DEF=Defense, MD=Magic Defense, EV=Evasion, MEV=Magic Evasion, WT=Weight					Various effects when wearer is attacked; Effects to the wearer's stats (denoted by + or -)	Monster you can steal this weapon from / Monster that will drop this weapon upon defeat	First appearance in the guide	
ACCESSORY									
NAME	EV	DEF	MEV	MD	WT.	EFFECT	STEAL/DROP	PAGE	
Angel Ring	—	5	10	10	1	Prevents Zombie, Aging	Druid / Vilia	49	
Chaos Orb	—	—	10	8	1	Cursed by Sap (Heals undead characters); Raises the power of all elements except for Water	— / Archeodemon	93	
Coral Ring	—	5	5	5	1	Absorbs Water, immune to Fire, weak to Lightning	Parthenope / Yellow Dragon	49	
Crystal Orb	—	—	12	20	1	MAG+5	— / Guardian	93	
Cursed Ring	—	25	10	5	1	Cursed by Doom	Fury / —	74	
Elven Mantle	—	—	5	3	1	AGL, MAG+1; 33% chance wearer will evade attack	Cherie / Halicarnassus	38	
Flame Ring	—	5	5	5	1	Absorbs Fire, immune to Ice, weak to Water	Red Dragon / —	49	
Hermes Sandals	—	—	5	3	1	Blessed by Haste; Prevents Sleep, Paralyze, Stop, Slow	— / Cherie	84	
Kaiser Knuckles	—	8	—	—	1	STR+5; Same effect as Barehanded ability	— / Steel Fist	80	
Kornago Gourd	—	—	—	—	15	Wearer can catch a monster whose HP is halved	Omniscient / —	58	
Leather Shoes	—	1	—	1	1	Can be equipped by all jobs	Melusine / Black Goblin	35	
Protect Ring	—	10	10	10	1	STA+5; Blessed by Regen	Odin / —	76	
Red Slippers*	—	11	3	2	1	Increases chance of Sword Dance; Prevents Confuse	Cherie / —	88	
Reflect Ring	—	—	—	—	1	Blessed by Reflect	Reflect Mage / Reflect Knight	82	
Silver Specs	—	1	3	1	1	Prevents Dark	Headstone / —	38	
Sorcerer's Mantle	10%	—	20	—	1	Halves all attributes	— / —	93	

*Equippable only to Dancers and Freelancers

ARMLET											
NAME	EV	DEF	MEV	MD	WT.	EFFECT		STEAL/DROP		PAGE	
Diamond Armlet	—	4	5	5	3	—		— / Imp		66	
Hyper Wrist	—	3	—	—	—	STR+5; Increase Attack +10		— / —		93	
Power Armlet	—	3	—	—	—	STR+3		— / —		58	
Silver Armlet	—	2	5	3	3	—		— / —		41	

ARMOR											
NAME	EV	DEF	MEV	MD	WT.	EFFECT		STEAL/DROP		PAGE	
Bronze Armor	—	4	—	2	8	—		— / Siren		37	
Crystal Armor	—	20	—	2	8	—		— / Crystal Dragon		74	
Diamond Armor	—	15	—	2	8	Halves Lightning		Ziggurat Gigas / —		66	
Genji Armor	—	22	—	2	9	Prevents Toad, Confuse		Gilgamesh / —		91	
Golden Armor	—	12	—	2	8	—		— / —		52	
Iron Armor	—	6	—	2	8	—		Iron Giant / —		38	
Maximillian	—	27	—	5	9	STA+2		— / —		93	
Mythril Armor	—	9	—	2	8	—		Mythril Dragon / —		44	

CAP

NAME	EV	DEF	MEV	MD	WT.	EFFECT	STEAL/DROP	PAGE
Black Cowl	—	12	—	2	—	AGL+2	Covert / Azulmagia	80
Green Beret	—	3	—	2	2	STR+1, AGL+1	— / Page 32, Mindflyer	48
Leather Cap	—	1	—	1	1	Can be equipped by all jobs	Melusine / Goblin	35
Plumed Hat	—	2	5	2	2	Can be equipped by all jobs	Tonberry / —	41
Tiger Mask	—	9	—	2	2	—	— / Famed Mimic Gogo	66
Twist Headband	—	6	—	—	2	STR+3	Steel Fist / —	60

GLOVE

NAME	EV	DEF	MEV	MD	WT.	EFFECT	STEAL/DROP	PAGE
Gauntlets	—	6	—	1	5	—	Mecha Head / —	57
Genji Gloves	—	12	—	1	6	Prevents Toad and Paralyze	Gilgamesh / —	60
Mythril Gloves	—	3	—	—	5	—	— / Mythril Dragon	41
Thief's Gloves*	—	4	—	—	1	AGL+1; Increases the chance of a successful steal	Sekhmet / —	42
Titan's Gloves	—	9	—	1	10	STR+5, STA+5/AGL-5, MAG-5; Prevents Mini	Azulmagia / —	90

*Equipable only to Mimes, Thieves, and Freelancers

HELMET

NAME	EV	DEF	MEV	MD	WT.	EFFECT	STEAL/DROP	PAGE
Bronze Helm	—	2	—	2	4	—	— / —	37
Crystal Helm	—	13	—	2	4	—	— / Crystelle	80
Diamond Helm	—	10	—	2	4	Halves the effect of Lightning	Bio Soldier / Ironclad	66
Genji Helm	—	15	—	2	5	Prevents Mini and Confuse	Gilgamesh / —	73
Golden Helm	—	8	—	2	4	—	— / —	55
Grand Helm	—	18	—	2	6	—	— / Gil Turtle	93
Hypno Crown*	—	5	5	4	8	MAG+1; Increases chance of successful Control	— / —	58
Iron Helm	—	4	—	2	4	—	Iron Giant / —	38
Mythril Helm	—	6	—	2	4	—	Sword Dancer / —	41
Royal Crown*	5%	13	10	13	8	AGL, MAG+1	— / —	93
Thornlet	—	20	10	5	4	MAG-5; Cursed by Sap; Prevents Sleep	Lamia Queen / —	74

*Equipable to all job classes

LIGHT ARMOR

NAME	EV	DEF	MEV	MD	WT.	EFFECT	STEAL/DROP	PAGE
Black Garb	—	17	—	2	3	STR+1, AGL+1	— / —	80
Bone Mail	—	30	10	5	3	STA-5; Become undead; Absorb Poison; Prevents Death, Poison, Dark, Aging, Confuse, Berserk, Regen	Necromancer / Hades	58
Copper Cuirass	—	3	—	2	4	—	— / —	37
Diamond Plate	—	13	—	2	4	Halves the effect of Lightning	— / Calofisteri	66
Kenpo Gi	—	5	—	2	3	STR+1	— / —	38
Leather Armor	—	1	—	1	2	Can be equipped by all jobs	Melusine / —	35
Mirage Vest	—	14	3	4	3	Blessed by Blink	Oiseaurare / Tonberry	84
Ninja Suit	—	9	—	2	3	AGL+1	— / Page 256, Covert	48
Power Sash	—	11	—	—	—	STR+3	— / Yojimbo	58
Silver Plate	—	7	—	2	4	—	— / Sergeant	41
Vishnu Vest	—	20	5	8	3	Halves the effects of Fire, Ice, and Lightning	— / —	93

MAGIC CAP

NAME	EV	DEF	MEV	MD	WT.	EFFECT	STEAL/DROP	PAGE
Circlet	—	10	5	2	2	MAG+3	Gorgimera / —	80
Gold Hairpin	—	—	5	2	2	Halves MP costs	Famed Mimic Gogo / —	62
Lamia's Tiara	—	3	10	7	2	MAG+3; Prevents Confuse; Increases chance of Sword Dance	Lamia / Lamia Queen	84
Ribbon*	—	12	5	2	2	STR+5, AGL+5, STA+5, MAG+5; Prevents Death, Petrify Toad, Poison, Dark, Aging, Berserk, Silence	Lemure / —	44
Sage's Miter	—	6	5	2	2	MAG+2	Death Dealer / Flaremancer	66
Wizard's Hat	—	4	5	2	2	MAG+1	Mini Magician / Mini Magician	55

*Equipable only to Dancers and Freelancers

ROBE

NAME	EV	DEF	MEV	MD	WT.	EFFECT	STEAL/DROP	PAGE
Angel Robe*	—	10	25	11	2	STA+5; Prevents Poison	Shadow Dancer / —	—
Black Robe	—	14	20	14	2	MAG+5	— / Fury	80
Cotton Robe	—	2	15	4	2	—	— / —	37
Gaia Gear	—	8	18	10	2	Increases the power of Earth	Sorcerer / Gravitator	55
Luminous Robe	—	11	19	12	2	MAG+2	— / Mykale	66
Rainbow Dress**	—	18	4	3	3	Increases chance of Sword Dance; Prevents Confuse	Parthenope / —	88
Robe of Lords	—	18	24	22	2	MAG+1	— / —	93
Sage's Surplice	—	6	17	8	2	Prevents Silence	Ra Mage / —	48
Silk Robe	—	4	16	6	2	—	Mykale / —	44
White Robe	—	14	20	14	2	STA+3, MAG+3	— / Mindflayer	80

*Equippable only to Mimes, Chemists, and Freelancers

**Equippable only to Dancers and Freelancers

SHIELD

NAME	EV	DEF	MEV	MD	WT.	EFFECT	STEAL/DROP	PAGE
Aegis Shield	33%	5	—	—	4	33% chance user will evade a magic attack; Prevents Petrify	Gorgimera / —	67
Bronze Shield	15%	1	—	—	5	—	Siren / —	37
Crystal Shield	45%	8	—	—	5	—	Crystelle / —	80
Diamond Shield	35%	6	—	—	5	Halves the effect Lightning	— / —	66
Flame Shield	40%	7	5	5	5	Absorbs Fire	Dueling Knight / Odin	67
Force Shield	10%	15	—	—	15	AGL-5; Immune to all attributes	— / Omega Mk.II	93
Genji Shield	50%	9	—	1	6	Prevents Mini and Paralyze	Gilgamesh / —	91
Golden Shield	30%	4	—	—	5	—	Shield Dragon / Shield Dragon	55
Ice Shield	40%	7	5	5	5	Absorbs Ice	Numb Blade / —	70
Iron Shield	20%	2	—	—	5	—	— / Belphegor	38
Leather Shield	10%	—	—	—	2	—	Melusine / —	35
Mythril Shield	25%	3	—	—	5	—	Shield Dragon / Ronkan Knight	41

Items

You can use items inside and outside of battle in various ways and for various reasons. Use the following chart to better understand each item.

ITEM	EFFECT	STEAL/DROP	PAGE
Antidote	Removes Poison status	Aspis / Poison Eagle	—
Ash	Strikes all enemies with Fire elemental damage	Apanda / Crystal	66
Blastshot	Ammunition for a Cannoneer (can be combined)	Claret Dragon / Dark Elemental	88
Biltzshot	Ammunition for a Cannoneer (can be combined)	Guardian / —	88
Buckshot	Ammunition for a Cannoneer (can be combined)	Dark Elemental / —	88
Catoblepas	Teaches your party the Catoblepas Summon magic	— / Catoblepas	69
Cottage	Fully recovers all party members' HP and MP	Yojimbo / Duelist	—
Dark Matter	Creates various spells when used with a Chemist's Mix ability	Orukat / Prototype	—
Dragon Fang	Creates various spells when used with a Chemist's Mix ability	Mini Dragon / Zombie Dragon	—
Dragon Seal	Proves that you defeated Shinryu	— / Shinryu	—
Elixir	Fully recovers a party member's HP and MP	Crystal Dragon / Level Checker	84
Ether	Recovers 50 MP	Motor Trap / Sorcerer	—
Eye Drops	Removes Darkness status	Galajelly / Blind Wolf	—
Flame Scroll	Strikes all enemies with Fire elemental damage	Mover / Mindflusher	58
Fuma Shuriken	Inflicts massive damage when thrown using a Ninja's Throw ability	Minotaur / Assassin	58
Gold Needle	Removes Stone status	Stone Golem / Objet d'Art	—
Golem	Teaches your party the Golem Summon magic	— / Golem	59
Goliath Tonic	Temporarily doubles maximum HP (consumed using the Drink ability)	Iron Muscles / Iron Giant	—
Hero Cocktail	Temporarily increases level (consumed using the Drink ability)	Death Claw / Cursed Being	—
Hi-Potion	Recovers 500 HP	Objet d'Art / Grand Mummy	—
Holy Water	Removes Zombie status and recovers some HP	Fairy Orc / Blood Slime	—
Iron Draft	Casts Protect (consumed using the Drink ability)	Jackanapes / Undergrounder	—
Lightning Scroll	Strikes all enemies with Water elemental damage	Mover / Thunder Anemone	58

ITEM (CONT.)

NAME	EFFECT	STEAL/DROP	PAGE
Magic Lamp	Summons a random monster when used in battle	- / -	82
Maiden's Kiss	Removes Toad status	Garula / Melusine	-
Mallet	Removes Mini status	Shadow dancer / Byblos	-
Medal of Smiting	Proves that you cleared the Cloister of the Dead	- / -	93
Omega Badge	Proves that you defeated Omega	- / Omega	-
Phoenix Down	Removes KO status	King Behemoth / Ghidra	-
Potion	Recovers 50 HP	Goblin / Wyvern	-
Power Drink	Attack +20 (consumed using the Drink ability)	Dueling Knight / Sandcrawler	-
Ramuh	Teaches your party the Ramuh Summon magic	- / Ramuh	49
Shuriken	Inflicts damage when thrown using a Ninja's Throw ability	Ninja, Abductor / -	58
Speed Shake	Casts Haste (consumed using the Drink ability)	Neon / Defeater	-
Tent	Recovers some HP and MP for all members	Skull Eater / Drippy	-
Turtle Shell	Creates various spells when used with a Chemist's Mix ability	Grass Tortoise / Land Turtle	-
Water Scroll	Strikes all enemies with Water elemental damage	Mover / Neo Garula	58

Magic

Magic can take the form of a spell, a song, or a Summon. Browse the following charts to learn the various magic types the game has to offer, and the effects of each.

BLACK MAGIC								
NAME	MP	TARGET	AFFECTED	REFLECT	ATTRIBUTE	EFFECT	PRICE	PAGE
Bio	16	Party or Enemies	One or All	-	Poison	Attacks enemy with Poison power/Inflicts Sap	3,000	55
Blizzaga	25	Party or Enemies	One or All	-	Ice	Attacks enemy with Ice power	6,000	66
Blizzara	10	Party or Enemies	One or All	-	Ice	Attacks enemy with Ice power	600	42
Blizzard	4	Party or Enemies	One or All	-	Ice	Attacks enemy with Ice power	150	35
Break	15	Party or Enemies	One	-	-	Inflicts Petrify	3,000	55
Death	29	Party or Enemies	One	-	-	KO's an enemy/Restores undead's HP	10,000	84
Drain	13	Party or Enemies	One	*	-	Absorbs enemy's HP	3,000	55
Fira	10	Party or Enemies	One or All	-	Fire	Attacks enemy with Fire power	600	42
Firaga	25	Party or Enemies	One or All	-	Fire	Attacks enemy with Fire power	6,000	66
Fire	4	Party or Enemies	One or All	-	Fire	Attacks enemy with Fire power	150	35
Flare	39	Party or Enemies	One	-	-	Attacks enemy	-	78
Osmose	1	Party or Enemies	One	*	-	Absorbs enemy's MP	10,000	84
Poison	2	Party or Enemies	One	-	-	Inflicts Poison	290	42
Sleep	3	Party or Enemies	One or All	-	-	Inflicts Sleep	300	37
Thundaga	25	Party or Enemies	One or All	-	Lightning	Attacks enemy with Lightning power	6,000	66
Thundara	10	Party or Enemies	One or All	-	Lightning	Attacks enemy with Lightning power	600	42
Thunder	4	Party or Enemies	One or All	-	Lightning	Attacks enemy with Lightning power	150	35
Toad	8	Party or Enemies	One or All	-	-	Inflicts Toad/Cures Toad	300	49

BLUE MAGIC								
NAME	MP	TARGET	AFFECTED	REFLECT	ATTRIBUTE	EFFECT	PRICE	PAGE
???	3	Enemies	One	*	-	The lower an enemy's HP, the more damage ??? inflicts	-	128
1000 Needles	25	Enemies	One	*	-	Inflicts 1,000 points of damage	-	128
Aera	10	Enemies	One or All	-	Wind	Attacks with Wind power	-	128
Aero	4	Enemies	One or All	-	Wind	Attacks with Wind power	-	128
Aeroga	24	Enemies	One or All	-	Wind	Attacks with Wind power	-	128
Aqua Breath	38	Enemies	All	*	-	Effective against desert-dwelling monsters	-	128
Dark Spark	27	Enemies	One	-	-	Halves enemy's level	-	128
Death Claw	21	Enemies	One	*	-	Minimizes HP/Inflicts Paralyze	-	128
Doom	10	Party or Enemies	One	*	-	Curses enemy with Doom	-	128
Flame Thrower	5	Enemies	One	*	Fire	Attacks with Fire power	-	128
Flash	7	Enemies	All	*	-	Inflicts Dark	-	128
Goblin Punch	0	Enemies	One	*	-	Attacks one enemy	-	128
Level 2 Old	11	Enemies	All	-	-	Casts Old on enemies whose Exp. is at a multiple of 2	-	128

BLUE MAGIC (CONT.)

NAME	MP	TARGET	AFFECTED	REFLECT	ATTRIBUTE	EFFECT	PRICE	PAGE
Level 3 Flare	18	Enemies	All	—	—	Casts Flare on enemies whose Exp. is at a multiple of 3	—	128
Level 4 Graviga	9	Enemies	All	—	—	Casts Graviga on enemies whose Exp. is at a multiple of 4	—	128
Level 5 Death	22	Enemies	All	—	—	KOs enemies whose Exp. is at a multiple of 5	—	128
Lilliputian Lyric	5	Enemies	One	★	—	Inflicts Mini	—	128
Magic Hammer	3	Enemies	One	★	—	Halves an enemy's MP	—	128
Mighty Guard	72	Party	All	—	—	Casts Protect, Shell, and Float	—	128
Mind Blast	6	Enemies	One	—	—	Inflicts Paralyze and Sap	—	128
Missile	7	Enemies	One	★	—	Reduces HP by 75%	—	128
Moon Flute	3	Party	All	★	—	Casts Berserk	—	128
Off-Guard	19	Enemies	One	—	—	Halves an enemy's Defense and Magic Defense	—	128
Pond's Chorus	5	Enemies	One	★	—	Inflicts Toad	—	128
Roulette	1	Random	—	★	—	One enemy or party member is randomly KO'd	—	128
Self-Destruct	1	Enemies	One	★	—	Inflicts amount of damage equal to user's HP; user is KO'd	—	128
Time Slip	9	Enemies	One	★	—	Inflicts Aging and Stop	—	128
Transfusion	13	Party	One	★	—	Fully restores an ally's HP and MP; user is KO'd	—	128
Vampire	2	Enemies	One	★	—	Absorbs an enemy's HP	—	128
White Wind	28	Party	All	★	—	The higher the user's HP, the more HP is restored to party	—	128

DARK ARTS

NAME	MP	TARGET	AFFECTED	REFLECT	ATTRIBUTE	EFFECT	PRICE	PAGE
Chaos Drive	38	Party	All	—	Lightning	75% chance of inflicting Paralyze	—	128
Curse	42	Party or Enemies	All	—	—	Inflicts Toad, Mini, Poison, Dark, Aging, Sleep Paralyze, Confuse, Berserk, Silence, Slow, Sap, or Stop	—	128
Dark Flare	52	Party	All	★	—	Attacks all enemies	—	128
Dark Haze	18	Party	All	—	—	Inflicts Aging and Confuse	—	128
Deep Freeze	38	Party	All	—	Ice	75% chance of inflicting Stop	—	128
Doomsday	66	Party	All	★	—	Attacks all enemies	—	128
Drain Touch	15	Party or Enemies	One	★	—	Absorbs an enemy's HP	—	128
Evil Mist	38	Party	All	—	Poison	75% of inflicting Poison	—	128
Hellwind	38	Party	All	—	Wind	75% chance of inflicting Petrify	—	128
Meltdown	38	Party or Enemies	All	—	Fire	75% chance of inflicting Sap	—	128

SONG

NAME	MP	TARGET	AFFECTED	REFLECT	ATTRIBUTE	EFFECT	PRICE	PAGE
"Alluring Air"	0	Enemies	All	★	—	Inflicts Confuse	—	50
"Hero's Rime"	0	Party	All	★	—	Increases level	—	49
"Mana's Paean"	0	Party	All	★	—	Increases MAG stat	—	46
"Mighty March"	0	Party	All	★	—	Blesses with Regen	—	49
"Requiem"	0	Enemies	All	★	—	Damages only undead enemies	—	58
"Romeo's Ballad"	0	Enemies	All	★	—	Stops enemies for a while	—	49
"Sinewy Etude"	0	Party	All	★	—	Increases STR stat	—	49
"Swift Song"	0	Party	All	★	—	Increases AGL stat	—	60

SPELLBLADE

NAME	MP	TARGET	AFFECTED	REFLECT	ATTRIBUTE	EFFECT	PRICE	PAGE
Bio	3	Self	—	★	Poison	Inflicts 4x damage or KO's enemies vulnerable to Poison	3,000	55
Blizzaga	15	Self	—	★	Ice	Inflicts 4x damage or KO's enemies vulnerable to Ice	6,000	66
Blizzara	5	Self	—	★	Ice	Inflicts 3x damage to enemies vulnerable to Ice	600	42
Blizzard	2	Self	—	★	Ice	Inflicts 2x damage to enemies vulnerable to Ice	150	35
Break	8	Self	—	★	—	Inflicts Petrify	3,000	55
Drain	6	Self	—	★	—	Absorbs enemy's HP	3,000	55
Fira	5	Self	—	★	Fire	Inflicts 3x damage to enemies vulnerable to Fire	600	42
Firaga	15	Self	—	★	Fire	Inflicts 4x damage or KO's enemies vulnerable to Fire	6,000	66
Fire	2	Self	—	★	Fire	Inflicts 2x damage to enemies vulnerable to Fire	150	35
Flare	30	Self	—	★	—	User's ATK +100, enemy's DEF -3 or 4	—	78
Holy	10	Self	—	★	Holy	Inflicts 4x damage or KO's enemies vulnerable to Holy	—	78
Osmose	1	Self	—	★	—	Absorbs enemy's MP	10,000	84
Poison	1	Self	—	★	Poison	Inflicts 2x damage to enemies vulnerable to Poison; Inflicts Poison	290	42
Silence	1	Self	—	★	—	Inflicts Silence	280	42
Sleep	2	Self	—	★	—	Inflicts Sleep	300	42
Thundaga	15	Self	—	★	Lightning	Inflicts 4x damage or KO's enemies vulnerable to Lightning	6,000	66
Thundara	5	Self	—	★	Lightning	Inflicts 3x damage to enemies vulnerable to Lightning	600	42
Thunder	2	Self	—	★	Lightning	Inflicts 2x damage to enemies vulnerable to Lightning	150	35

SUMMON

NAME	MP	TARGET	AFFECTED	REFLECT	ATTRIBUTE	EFFECT	PRICE	PAGE
Bahamut	66	Enemies	All	★	—	Attacks enemies	—	86
Carbuncle	45	Party	All	★	—	Protects with Reflect	—	72
Catoblepas	33	Enemies	One	★	—	Inflicts Petrify	—	69
Chocobo	4	Enemies	One or All	★	—	Attacks enemy	300	38
Golem	18	Party	All	★	—	Protects party from physical attacks	—	58
Ifrit	11	Enemies	All	★	Fire	Attacks enemies	—	46
Leviathan	39	Enemies	All	★	Water	Attacks enemies	—	82
Odin	48	Enemies	One or All	★	—	KO's all enemies or attacks one enemy	—	77
Phoenix	99	Party or Enemies	One or All	★	Fire	Attacks all enemies; Revives ally with full HP	—	86
Ramuh	12	Enemies	All	★	Lightning	Attacks enemies	—	49
Remora	2	Enemies	One	★	—	Inflicts Paralyze	250	38
Shiva	10	Enemies	All	★	Ice	Attacks enemies	—	38
Sylph	32	Enemies	All	★	Wind	Attacks enemies	—	77
Sylph	8	Enemies	One	★	—	Attacks one enemy; Absorbs HP	350	38
Titan	25	Enemies	All	★	Earth	Attacks enemies	—	53

TIME MAGIC

NAME	MP	TARGET	AFFECTED	REFLECT	ATTRIBUTE	EFFECT	PRICE	PAGE
Banish	20	Party or Enemies	One	—	—	Vanquishes enemy	10,000	84
Comet	7	Party or Enemies	One	★	—	Attacks one enemy	3,000	55
Float	10	Party or Enemies	One or All	—	—	Causes party to hover above ground	300	60
Graviga	18	Party or Enemies	One	—	—	Decreases enemy HP by 7/8	6,000	66
Gravity	9	Party or Enemies	One	—	—	Decreases enemy HP by 50%	620	42
Haste	5	Party or Enemies	One	—	—	Increases Speed; Removes Slow	320	38
Hastega	15	Party	All	—	—	Increases Speed; Removes Slow	6,000	66
Meteor	42	Enemies	All	★	—	Attacks all enemies	—	80
Mute	3	Party or Enemies	All	★	—	Silences allies' and enemies' magic	320	38
Old	4	Party or Enemies	One	—	—	Inflicts Aging	6,000	66
Quick	77	Self	—	★	—	Causes character to act twice in one turn	10,000	84
Regen	3	Party or Enemies	One	—	—	Regenerates HP over time	100	38
Return	1	Party	All	★	—	Returns time to the beginning of a battle	3,000	55
Slow	3	Party or Enemies	One	—	—	Inflicts Slow; Removes Haste	80	38
Slowga	9	Enemies	All	—	—	Inflicts Slow; Removes Haste	3,000	55
Speed	1	Party	All	★	—	Delays battle speed	30	38
Stop	8	Party or Enemies	One	—	—	Inflicts Stop	580	42
Teleport	15	Party	All	★	—	Causes party to escape from a dungeon	—	57

WHITE MAGIC

NAME	MP	TARGET	AFFECTED	REFLECT	ATTRIBUTE	EFFECT	PRICE	PAGE
Arise	50	Party or Enemies	One	—	—	Revives KO'd ally at full HP; Damages Undead by 99%	10,000	84
Berserk	8	Party or Enemies	One	—	—	Inflicts Berserk	6,000	66
Blink	6	Party or Enemies	One	—	—	Causes character to evade attacks	3,000	55
Confuse	4	Party or Enemies	One	—	—	Inflicts Confuse	650	42
Cura	9	Party or Enemies	One or All	—	—	Cures HP	620	42
Curaga	27	Party or Enemies	One or All	—	—	Cures HP; Damages undead enemies	6,000	66
Cure	4	Party or Enemies	One or All	—	—	Cures HP	180	35
Dispel	12	Party or Enemies	One	★	—	Prevents target from casting Float, Berserk, Blink, Protect, Shell, Reflect, Regen, Haste, Slow, and Stop	10,000	84
Esuna	10	Party or Enemies	One	—	—	Removes all status effects except KO'd and Zombie	3,000	55
Holy	20	Party or Enemies	One	—	Holy	Attacks an enemy with Holy power	—	78
Mini	5	Party or Enemies	One or All	—	—	Inflicts Mini; Removes Mini	300	51
Poisona	2	Party or Enemies	One	—	—	Removes Poison	90	35
Protect	3	Party or Enemies	One	—	—	Halves physical attack damage against an ally	280	37
Raise	29	Party or Enemies	One	—	—	Revives KO'd ally; Damages undead by 50%	700	42
Reflect	15	Party or Enemies	One	—	—	Reflects enemy magic away from character	6,000	66
Scan	1	Party or Enemies	One	—	—	Displays enemy's LV, HP, weak points, and condition	80	35
Shell	5	Party or Enemies	One	—	—	Halves damage from magic attacks	3,000	55
Silence	2	Party or Enemies	One or All	—	—	Inflicts Silence	280	37

Job-Specific Data

The following section displays important data that is related to specific jobs.

Signifies who the animal can be unleashed on

The effect each animal will have

ANIMAL

RANGER

NAME	TARGET	EFFECT
Bee Swarm	Enemy	Attacks all enemies; sometimes inflicts Poison
Falcon	Party or Enemies	Damages an enemy by 75% of enemy's current HP
Flying Squirrel	Enemy	Causes Paralyze
Mysidian Rabbit	Party	—
Nightingale	Party	Restores HP; Cures Poison and Darkness

NAME	TARGET	EFFECT
Skunk	Enemy	Inflicts Poison and Darkness on all enemies
Squirrel	Enemy	Attacks one enemy (nullified by Float)
Unicorn	Party	Restores HP to entire party
Wild Boar	Enemy	Attacks one enemy (nullified by Float)

First item you must select

Second item you must select

The attack's effect on enemies

COMBINE

CANNONEER

NAME	ITEM 1	ITEM 2	EFFECT
Chaos Burst	Blastshot	Dark Matter	75% chance of inflicting Poison
Chaos Cannon	Blitzshot	Dark Matter	75% chance of causing sudden death
Chaos Shot	Buckshot	Dark Matter	75% chance of inflicting Paralyze
Dark Burst	Blastshot	Ash	75% chance of inflicting Darkness
Dark Cannon	Blitzshot	Ash	75% chance of inflicting Darkness
Dark Shot	Buckshot	Ash	75% chance of inflicting Darkness
Divine Burst	Blastshot	Hero Cocktail	Attacks with the power of Holy
Divine Cannon	Blitzshot	Hero Cocktail	Attacks with the power of Holy
Divine Shot	Buckshot	Hero Cocktail	Attacks with the power of Holy
Dragon Burst	Blastshot	Dragon Fang	Critical hit against dragons
Dragon Cannon	Blitzshot	Dragon Fang	Critical hit against dragons
Dragon Shot	Buckshot	Dragon Fang	Critical hit against dragons
Flame Burst	Blastshot	Flame Scroll	Attacks with the power of Fire
Flame Cannon	Blitzshot	Flame Scroll	Attacks with the power of Fire
Flame Shot	Buckshot	Flame Scroll	Attacks with the power of Fire
Killer Burst	Blastshot	Fuma Shuriken	Critical hit against humanoids
Killer Cannon	Blitzshot	Fuma Shuriken	Critical hit against humanoids
Killer Shot	Buckshot	Fuma Shuriken	Critical hit against humanoids
Mini Burst	Blastshot	Mallet	75% chance of causing Mini
Mini Cannon	Blitzshot	Mallet	75% chance of causing Mini
Mini Shot	Buckshot	Mallet	75% chance of causing Mini
Needle Burst	Blastshot	Gold Needle	Inflicts 2,000 damage to the target
Needle Cannon	Blitzshot	Gold Needle	Inflicts 3,000 damage to the target
Needle Shot	Buckshot	Gold Needle	Inflicts 1,000 damage to the target
Normal Burst	Blastshot	Shuriken	—
Normal Cannon	Blitzshot	Shuriken	—
Normal Shot	Buckshot	Shuriken	—
Power Burst	Blastshot	Power Drink	75% chance of causing Berserk
Power Cannon	Blitzshot	Power Drink	75% chance of causing Berserk
Power Shot	Buckshot	Power Drink	75% chance of causing Berserk
Quake Burst	Blastshot	Goliath Tonic	Attacks with the power of Earth
Quake Cannon	Blitzshot	Goliath Tonic	Attacks with the power of Earth
Quake Shot	Buckshot	Goliath Tonic	Attacks with the power of Earth
Silver Burst	Blastshot	Speed Shake	75% chance of causing Aging
Silver Cannon	Blitzshot	Speed Shake	75% chance of causing Aging
Silver Shot	Buckshot	Speed Shake	75% chance of causing Aging
Slow Burst	Blastshot	Turtle Shell	75% chance of causing Slow
Slow Cannon	Blitzshot	Turtle Shell	75% chance of causing Slow
Slow Shot	Buckshot	Turtle Shell	75% chance of causing Slow
Spark Burst	Blastshot	Lightning Scroll	Attacks with the power of Lightning
Spark Cannon	Blitzshot	Lightning Scroll	Attacks with the power of Lightning
Spark Shot	Buckshot	Lightning Scroll	Attacks with the power of Lightning
Vulner Burst	Blastshot	Iron Draft	Halves a target's Defense by 75%
Vulner Cannon	Blitzshot	Iron Draft	Halves a target's Defense by 75%
Vulner Shot	Buckshot	Iron Draft	Halves a target's Defense by 75%
Water Burst	Blastshot	Water Scroll	Attacks with the power of Water
Water Cannon	Blitzshot	Water Scroll	Attacks with the power of Water
Water Shot	Buckshot	Water Scroll	Attacks with the power of Water

The spell's effect

CONDEMN ORACLE

NAME	EFFECT
Black Frost	Attacks with the power of Ice
Brimstone	Attacks with the power of Fire
Doom	Causes sudden death
Judgment	Attacks with the power of Lightning
Recuperation	Cures Petrify, Toad, Mini, Poison, Darkness, Aging, Sleep, Paralyze, Confuse, and Silence for one target
Rejuvenation	Recovers HP of one target
Salientia	Causes Toad
Stili Wing	Causes Stop

The dance's effect

DANCE DANCER

NAME	EFFECT
Jitterbug	Absorbs HP of one enemy (except undead)
Mystery Waltz	Absorbs MP of one enemy (except undead)
Sword Dance	Damages an enemy by 25%
Tempting Tango	Causes Confuse to one enemy

Understanding Finishers

A Gladiator's Finisher ability will have a different elemental attribute depending on which character performs it. Bartz's Finisher is infused with Wind, Lenna's is infused with Water, Faris's is infused with Fire, and Krile's is infused with Earth. In addition, the Critical and Elemental attack actions will have a higher success rate for a character with a higher job level.

The attack's effect

Success rate based on a character's job level

FINISHER GLADIATOR

NAME	EFFECT	JOB LV.1	JOB LV.2	JOB LV.3	JOB LV.4	JOB LV.5
Miss	No damage	7/16	5/16	5/16	5/16	4/16
Critical	Twice the damage to the target	5/16	6/16	5/16	4/16	4/16
Elemental Attack	Attacks with an element	3/16	5/16	6/16	7/16	8/16

The attack's effect

GAIA GEOMANCER

NAME	EFFECT
Big Wave	Attacks all enemies
Bindweed	Causes Slow and cancels Haste for all enemies
Bottomless Bog	Causes sudden death
Branch Arrow	Attacks one enemy
Branch Spear	Attacks one enemy
Burning Sands	Attacks all enemies with Gaia and Fire
Cave-in	Attacks one enemy
Desert Storm	Attacks all enemies with Gaia and Wind
Earthquake	Attacks all enemies with Earth (nullified by Float)
Gust	Attacks all enemies with Wind
Ignus Fatuus	Attacks with Fire; causes Confuse
Leaf Swirl	Attacks all enemies with Wind; causes Darkness

NAME EFFECT

NAME	EFFECT
Phantom	Causes sudden death; fully recovers HP for undead
Poison Mist	Causes Poison
Quicksand	Causes sudden death
Sandstorm	Attacks with Gaia and Wind; causes Darkness for all enemies
Sonic Boom	Reduces HP of one enemy by 25%
Staiactite	Attacks one enemy
Tsunami	Attacks all enemies
Twister	Reduces HP of one enemy
Waterfall	Attacks one enemy with Water
Whirlpool	Reduces HP of one enemy
Wind Slash	Attacks all enemies with Wind

First item you must select

Second item you must select

The effect of the mix

MIX CHEMIST

NAME	ITEM 1	ITEM 2	EFFECT
Antidote	Antidote	Antidote	Cures Poison
Antilixir	Elixir	Dark Matter	Reduces HP of one enemy
Bacchus's Cider	Holy Water	Turtle Shell	Causes Berserk
Balm of Gilead	Hi-Potion	Ether	Recovers MP completely
Blessed Kiss	Maiden's Kiss	Holy Water	Causes Berserk, Image, and Haste
Cure Blindness	Eye Drops	Potion or Hi-Potion	Recovers HP and cures Darkness
Dark Breath	Dragon Fang	Dark Matter	Inflicts damage equal to maximum HP minus current HP
Dark Ether	Ether	Dark Matter	Reduces current MP to 25%
Dark Gas	Eye Drops	Dark Matter	Causes Darkness
Dark Sigh	Eye Drops	Dragon Fang	Causes Darkness and Confuse
Death Potion	Phoenix Down	Dark Matter	Causes sudden death; fully recovers HP of undead
Devil's Juice	Dark Matter	Potion or Hi-Potion	Causes 666 points of damage to the target
Dragon Breath	Dragon Fang	Dragon Fang	Attacks with Fire, Ice, and Lightning; damage depends on HP of user
Dragon Defense	Phoenix Down	Dragon Fang	Casts Reflect, Protect and Shell
Dragon Kiss	Maiden's Kiss	Dragon Fang	Changes enemy's type to dragon
Dragon Power	Dragon Fang	Potion or Hi-Potion	Raises target's level +20
Dragon Shielding	Ether	Dragon Fang	Nullifies Fire, Ice, and Lightning
Dud Potion 1	Elixir	Turtle Shell	Causes Sleep
Dud Potion 2	Holy Water	Dark Matter	Causes Poison
Elemental Power	Holy Water	Eye Drops	Raises the effects of all attributes
Elixir	Elixir	Potion, High Potion, Ether, Holy Water, Antidote, Eye Drops, or Elixir	Recovers HP and MP completely

MIX (CONT.)**CHEMIST**

NAME	ITEM 1	ITEM 2	EFFECT
Ether 1	Ether	Holy Water or Ether	Recovers MP
Ether 2	Potion	Turtle Shell	Recovers MP
Eye Drops	Eye Drops	Eye Drops	Cures Darkness
Goliath Tonic	Elixir	Dragon Fang	Doubles HP
Hasty-ade	Turtle Shell	Eye Drops	Causes Haste and removes Slow
Hi-Potion	Hi-Potion	Hi-Potion or Holy Water	Recovers HP
Holy Breath	Holy Water	Dragon Fang	Attacks with Holy (damage based on HP of user)
Holy Water	Holy Water	Holy Water	Recovers HP and removes Zombie
Kiss of Life	Phoenix Down	Maiden's Kiss	Raises KO'd allies and recovers 50% of HP; recovers MP completely
Lamia Kiss	Maiden's Kiss	Eye Drops	Causes Confuse
Levisalve	Maiden's Kiss	Antidote	Causes Levitate
Lifeshield	Phoenix Down	Holy Water	Adds resistance to sudden death
Lifewater	Potion	Hi-Potion	Causes Regen
Lilith's Kiss	Maiden's Kiss	Ether or Elixir	Absorbs MP of the target (nullified by undead)
Maiden's Kiss	Maiden's Kiss	Potion, Hi-Potion, or Maiden's Kiss	Recovers HP and removes Toad
Neutralizer	Antidote	Potion or Hi-Potion	Recovers HP and removes Poison
Phoenix Down	Phoenix Down	Phoenix Down	Raises KO'd allies and recovers 25% of HP
Poison Breath	Antidote	Dragon Fang	Attacks with Poison (damage equal to half of caster's maximum HP)
Potion	Potion	Potion or Holy Water	Recovers HP
Protect Potion	Turtle Shell	Turtle Shell	Casts Protect and Shell
Reincarnate	Phoenix Down	Ether or Elixir	Raises KO'd allies and fully recovers HP and MP
Remedy	Phoenix Down	Turtle Shell	Removes Petrify, Toad, Mini, Poison, Darkness, Aging, Sleep, Paralyze, Confuse, Berserk, Silence, Stop, and Slow
Resist Fire	Ether	Eye Drops	Causes character to absorb Fire attacks
Resist Ice	Phoenix Down	Antidote	Causes character to absorb Ice attacks
Resist Poison	Ether	Antidote	Adds resistance to Poison
Resist Thunder	Phoenix Down	Eye Drops	Causes character to resist Lightning attacks
Resurrection	Phoenix Down	Potion or Hi-Potion	Raises KO'd allies and fully recovers HP and MP
Samson's Might	Holy Water	Antidote	Raises target's level +10
Shadowflare	Dark Matter	Dark Matter	Inflicts Sap
Smelling Salts	Antidote	Eye Drops	Removes Aging, Sleep, Paralyze, Confuse, Berserk, and Silence
Succubus Kiss	Maiden's Kiss	Turtle Shell	Absorbs HP of the target (nullified by undead)
TNT	Turtle Shell	Dark Matter	Causes sudden death (damage based on user's HP)
Toad Kiss	Maiden's Kiss	Dark Matter	Causes Toad
Triple Ether	Hi-Potion	Turtle Shell	Recovers MP
Turtle Soup	Turtle Shell	Antidote	Halves target's Defense and Magic Defense
X-Potion	Ether	Potion or Turtle Shell	Recovers HP completely

Open Fire Randomly

In addition to their ability to combine and launch ammunition, Cannoneers have an ability called Open Fire. When it's used, one of four different Open Fire attacks (seen in the chart to the right) will occur. The strongest—Open Fire 4—is incredibly deadly, but has only a 1/16 chance of happening.

OPEN FIRE		CANNONEER
NAME	EFFECT	PROBABILITY
Open Fire 1	Little damage; Inflicts Poison	6/16
Open Fire 2	Little damage; Inflicts Darkness	5/16
Open Fire 3	Medium damage; Inflicts Sap	1/4
Open Fire 4	Huge damage; Causes sudden death	1/16

Unbiased Magic

An Oracle's Predict ability will bring forth one of 10 cataclysmic events, preceded by a countdown. Some of the magic will attack enemies and allies alike. Use the chart to the right to get an idea of the damage to enemies and to your own party, but keep in mind that an Oracle cannot control which of the 10 events takes place.

PREDICT		ORACLE
NAME	EFFECT	DAMAGE RATIO
Cleansing	Casts Stop	Enemy 10; party 0
Deluge	Attacks with Water; Inflicts Toad	Enemy 9; party 1
Eruption	Attacks with Fire; Inflicts Sap	Enemy 8; party 2
Starfall	Causes sudden death	Enemy 9; party 1
Rockslide	Attacks twice with Earth	Enemy 5; party 5
Divine Judgment	Attacks with Holy; Removes party's MP or recovers party's HP	Enemy 10; party 0
Healing Wind	Casts Esuna	Enemy 0; party 10
Blessing	Casts Regen	Enemy 0; party 10
Hurricane	Attacks with Wind/Causes Silence	Enemy 8; party 2
Pestilence	Attacks with Poison/Causes Poison	Enemy 0; party 10

Bestiary

There are many monsters in the game; some you'll face only once and others you'll encounter over and over again. The following pages give details for each monster.

CONTROL:

Available commands controlling the monster with a Beastmaster or someone with the Control ability

CATCH:

Whether the Catch ability can capture the monster

RELEASE:

When caught using the Catch ability, the monster will perform this action when you release it

ITEM STEAL:

Items you can steal during battle

ITEM DROP:

Items the monster will drop during battle

Number within the in-game bestiary / Page number of area in which monster typically appears

Monster's type (which will make them vulnerable to certain attacks, such as a Cannoneer's Dragon Killer) is listed here



Abductor

NO.266 / PG. 54

LV: 22 HP: 1,500 STR: 40 DEF: -- MD: -- GIL: -- EXP: --

CONTROL: -- CATCH: -- RELEASE: --

ITEM STEAL: Gaia Gear ITEM DROP: Ether

WEAKNESS: --

RESISTANCE/ABSORB: -- / --

WEAKNESS: The monster's elemental weakness

RESISTANCE/ABSORB: Elements a monster is strong against/elements a monster will absorb

STATS:

LV=Level

HP=Hit Points

STR=Strength

DEF=Defense

MD=Magic Defense

GIL=Gil you'll receive after battle

EXP=Experience points



Abductor

NO.266 / PG. 54

LV: 22 HP: 1,500 STR: 40 DEF: -- MD: -- GIL: -- EXP: --

CONTROL: -- CATCH: -- RELEASE: --

ITEM STEAL: Gaia Gear ITEM DROP: Ether

WEAKNESS: --

RESISTANCE/ABSORB: -- / --



Aegir

NO.031 / PG. 42

LV: 14 HP: 180 STR: 19 DEF: -- MD: 5 GIL: 99 EXP: 120

CONTROL: Attack, Special Move, Dischord, Spore CATCH: YES RELEASE: Rainbow Wind

ITEM STEAL: Potion ITEM DROP: --

WEAKNESS: --

RESISTANCE/ABSORB: -- / Poison



Abductor

NO.270 / PG. 57

LV: 29 HP: 2,500 STR: 40 DEF: -- MD: -- GIL: -- EXP: --

CONTROL: -- CATCH: -- RELEASE: --

ITEM STEAL: Hi-Potion, Power Armlet ITEM DROP: Potion

WEAKNESS: --

RESISTANCE/ABSORB: -- / --



Alchymia

HUMANOID
NO.182 / PG. 82

LV: 47 HP: 4,500 STR: 70 DEF: 10 MD: 10 GIL: 546 EXP: 1,000

CONTROL: Attack, Toad CATCH: YES RELEASE: Ribbit

ITEM STEAL: Maiden's Kiss, Man-Eater ITEM DROP: Elixir

WEAKNESS: --

RESISTANCE/ABSORB: -- / --



Achelone

NO.213 / PG. 88

LV: 52 HP: 3,200 STR: 100 DEF: 70 MD: -- GIL: 642 EXP: 1,480

CONTROL: Attack, Demon Eye, Poison Breath, Vampire CATCH: YES RELEASE: Ice Storm

ITEM STEAL: Turtle Shell, Flametongue ITEM DROP: Elixir

WEAKNESS: Water

RESISTANCE/ABSORB: -- / --



Alte Roite

HUMANOID
NO.302 / PG. 90

LV: 58 HP: 6,000 STR: 45 DEF: 45 MD: 60 GIL: -- EXP: --

CONTROL: -- CATCH: -- RELEASE: --

ITEM STEAL: Potion, Holy Water ITEM DROP: Healing Staff

WEAKNESS: --

RESISTANCE/ABSORB: -- / --



Acrophies

NO.089 / PG. 56

LV: 30 HP: 900 STR: 36 DEF: 20 MD: 20 GIL: 267 EXP: 410

CONTROL: Attack, Special Move CATCH: YES RELEASE: Attack (Critical)

ITEM STEAL: Potion ITEM DROP: --

WEAKNESS: Lightning

RESISTANCE/ABSORB: -- / Water



Ammonite

NO.185 / PG. 86

LV: 48 HP: 2,780 STR: 71 DEF: 10 MD: -- GIL: 573 EXP: 1,170

CONTROL: Attack, Spore, Dischord CATCH: YES RELEASE: Quicksand

ITEM STEAL: Hi-Potion, Potion ITEM DROP: Holy Water

WEAKNESS: --

RESISTANCE/ABSORB: -- / --



Adamantite Golem

NO.129 / PG. 70

LV: 37 HP: 3,650 STR: 62 DEF: 10 MD: 5 GIL: 378 EXP: 1,100

CONTROL: Attack, Attack, Attack, Attack (Critical) CATCH: YES RELEASE: Attack (Critical)

ITEM STEAL: Potion, Hi-Potion ITEM DROP: Hi-Potion

WEAKNESS: Lightning

RESISTANCE/ABSORB: -- / --



Ankheg

NO.184 / PG. 86

LV: 48 HP: 2,780 STR: 75 DEF: 10 MD: -- GIL: 570 EXP: 1,250

CONTROL: Attack, Quicksand CATCH: YES RELEASE: Earthquake

ITEM STEAL: Potion, Hi-Potion ITEM DROP: Hi-Potion

WEAKNESS: Ice

RESISTANCE/ABSORB: -- / --



Adamantoise

NO.258 / PG. 51

LV: 20 HP: 2,000 STR: 31 DEF: 25 MD: 5 GIL: -- EXP: --

CONTROL: -- CATCH: -- RELEASE: --

ITEM STEAL: Iron Draft ITEM DROP: Turtle Shell

WEAKNESS: Ice

RESISTANCE/ABSORB: -- / --



Antlion

NO.286 / PG. 74

LV: 34 HP: 8,100 STR: 48 DEF: 20 MD: 20 GIL: 3,000 EXP: --

CONTROL: -- CATCH: -- RELEASE: --

ITEM STEAL: Hi-Potion ITEM DROP: Cottage


WEAKNESS: Water


RESISTANCE/ABSORB: Earth / --


	Apanda					MAGIC BEAST NO.299 / PG. 89	
LV: 59	HP: 22,200	STR: 73	DEF: 23	MD: 10	GIL: —	EXP: —	
CONTROL: —		CATCH: —		RELEASE: —			
ITEM STEAL: Ash		ITEM DROP: Ash					
WEAKNESS: Fire							
RESISTANCE/ABSORB: — / —							

	Aquagel	NO.180 / PG. 82				
LV: 46	HP: 3,300	STR: 67	DEF: 20	MD: —	GIL: 540	EXP: 1,268
CONTROL: Attack, Aqua Breath, Embrace		CATCH: YES		RELEASE: Aqua Breath		
ITEM STEAL: Potion, Hi-Potion		ITEM DROP: Speed Shake				
WEAKNESS: Lightning						
RESISTANCE/ABSORB: — / Water						

	Aquathorn	NO.094 / PG. 57				
LV: 31	HP: 800	STR: 39	DEF: —	MD: 5	GIL: 279	EXP: 490
CONTROL: Attack, Special Move		CATCH: YES		RELEASE: Death		
ITEM STEAL: Potion		ITEM DROP: Antidote				
WEAKNESS: Lightning						
RESISTANCE/ABSORB: — / Water						

	Archeoaevis	NO.262 / PG. 53				
LV: 21	HP: 1,600	STR: 39	DEF: 30	MD: 6	GIL: —	EXP: —
CONTROL: —	CATCH: —	RELEASE: —				
ITEM STEAL: —	ITEM DROP: Goliath Tonic					
WEAKNESS: Wind						
RESISTANCE/ABSORB: Earth / —						

	Archeodemon						MAGIC BEAST NO.316 / PG. 93
	LV: 17	HP: 50,000	STR: 180	DEF: 40	MD: —	GIL: —	EXP: —
CONTROL: —			CATCH: —		RELEASE: —		
ITEM STEAL: Phoenix Down			ITEM DROP: Chaos Orb				
WEAKNESS: —							
RESISTANCE/ABSORB: — / All attributes							

	Archeosaur						UNDEAD / DRAGON NO.146 / PG. 74	
	LV: 35	HP: 9,960	STR: 67	DEF: 20	MD: 5	GIL: 444	EXP: 1,800	
CONTROL: Attack, Poison Breath, Level 3 Flare, Hurricane				CATCH: YES		RELEASE: Frost		
ITEM STEAL: Phoenix Down				ITEM DROP: Dragon Fang				
WEAKNESS: Fire, Earth								
RESISTANCE/ABSORB: Poison / Poison								

	Archeotoad					NO.067 / PG. 88	
LV: 25	HP: 800	STR: 34	DEF: -	MD: -	GIL: 213	EXP: 390	
CONTROL: Attack, Pond's Chorus			CATCH: YES		RELEASE: Pond's Chorus		
ITEM STEAL: Hi-Potion			ITEM DROP: -				
WEAKNESS: Ice							
RESISTANCE/ABSORB: -/-							

	Aspis						UNDEAD NO.149 / PG. 74
	LV: 35	HP: 1,280	STR: 57	DEF: 20	MD: 20	GIL: -	EXP: 800
	CONTROL: Attack, Entangle			CATCH: -		RELEASE: -	
	ITEM STEAL: Antidote, Hi-Potion			ITEM DROP: Antidote			
	WEAKNESS: Ice						
RESISTANCE/ABSORB: - / -							

	Assassin	HUMANOID NO.230 / PG. 93				
LV: 73	HP: 10,000	STR: 110	DEF: 20	MD: 10	GIL: 806	EXP: 8,000
CONTROL: Attack, Special Move, Image		CATCH: YES		RELEASE: Attack		
ITEM STEAL: Hi-Potion		ITEM DROP: Fuma Shuriken				
WEAKNESS: --						
RESISTANCE/ABSORB: -- / --						

	Atomos						NO.276 / PG. 63	
LV: 41	HP: 19,997	STR: 10	DEF: 14	MD: 20	GIL: —	EXP: —		
CONTROL: —			CATCH: —		RELEASE: —			
ITEM STEAL: Ether, Flail			ITEM DROP: Dark Matter					
WEAKNESS: —								
RESISTANCE/ABSORB: — / —								

	Azulmagia						NO.301 / PG. 90
LV: 57	HP: 27,900	STR: 65	DEF: 30	MD: 70	GIL: —	EXP: —	
CONTROL: —		CATCH: —		RELEASE: —			
ITEM STEAL: Elixir, Titan's Gloves				ITEM DROP: Black Cowl			
WEAKNESS: Poison							
RESISTANCE/ABSORB: — / —							

	Bahamut	NO.298 / PG. 86				
LV: 99	HP: 40,000	STR: 69	DEF: 10	MD: 20	GIL: —	EXP: —
CONTROL: —		CATCH: —		RELEASE: —		
ITEM STEAL: Dragon Fang		ITEM DROP: Dragon Fang				
WEAKNESS: —						
RESISTANCE/ABSORB: Earth / —						

	Baldanders						NO.205 / PG. 88
LV: 48	HP: 3,000	STR: 75	DEF: 10	MD: —	GIL: 564	EXP: 1,380	
CONTROL: Attack, Aeroga, Bio			CATCH: YES		RELEASE: Aeroga		
ITEM STEAL: Turtle Shell, Angel Ring			ITEM DROP: Rune Chime				
WEAKNESS: —							
RESISTANCE/ABSORB: — / —							


	Bandercoeur						MAGIC BEAST NO.130 / PG. 70
	LV: 37	HP: 2,600	STR: 59	DEF: 5	MD: 5	GIL: 381	EXP: 1,150
CONTROL: Attack, Blaster			CATCH: YES		RELEASE: Blaster		
ITEM STEAL: Phoenix Down			ITEM DROP: Phoenix Down				
WEAKNESS: Fire							
RESISTANCE/ABSORB: - / -							

	Bandersnatch	MAGIC BEAST NO.019 / PG. 38				
LV: 9	HP: 120	STR: 14	DEF: —	MD: 5	GIL: 100	EXP: 60
CONTROL: Attack, Special Move, Blaster			CATCH: YES		RELEASE: Blaster	
ITEM STEAL: Potion			ITEM DROP: Potion			
WEAKNESS: —						
RESISTANCE/ABSORB: — / —						

	Barrier						NO.309 / PG. 91
LV: 44	HP: 8,800	STR: 100	DEF: 30	MD: 10	GIL: —	EXP: —	
CONTROL: —		CATCH: —		RELEASE: —			
ITEM STEAL: Hi-Potion, Reflect Ring		ITEM DROP: —					
WEAKNESS: —							
RESISTANCE/ABSORB: Earth / —							

	Behemoth	NO.232 / PG. 93				
LV: 77	HP: 15,000	STR: 90	DEF: 13	MD: —	GIL: 800	EXP: —
CONTROL: Attack, ???		CATCH: YES		RELEASE: Attack		
ITEM STEAL: Phoenix Down		ITEM DROP: Phoenix Down				
WEAKNESS: —						
RESISTANCE/ABSORB: — / —						

	Belphegor	MAGIC BEAST NO.227 / PG. 91				
LV: 55	HP: 6,000	STR: 73	DEF: 30	MD: 10	GIL: 950	EXP: —
CONTROL: Attack, Hurricane		CATCH: YES		RELEASE: Hurricane		
ITEM STEAL: Moonring Blade, Rising Sun		ITEM DROP: Ice Shield				
WEAKNESS: —						
RESISTANCE/ABSORB: — / Earth						

	Berserker						HUMANOID NO.167 / PG. 78
	LV: 44	HP: 2,140	STR: 77	DEF: 5	MD: —	GIL: 495	EXP: 1,000
CONTROL: Attack, Berserk			CATCH: YES		RELEASE: Critical		
ITEM STEAL: Speed Shake, Elven Bow			ITEM DROP: Death Sickle				
WEAKNESS: —							
RESISTANCE/ABSORB: — / —							

	Big Horn	MAGIC BEAST NO.017 / PG. 38				
LV: 8	HP: 90	STR: 10	DEF: —	MD: 5	GIL: 50	EXP: 40
CONTROL: Attack, Special Move		CATCH: YES		RELEASE: Attack (Critical)		
ITEM STEAL: Potion		ITEM DROP: Potion				
WEAKNESS: —						
RESISTANCE/ABSORB: - / -						

	Bio Soldier					HUMANOID NO.051 / PG. 48	
	LV: 18	HP: 540	STR: 30	DEF: —	MD: 5	GIL: 168	EXP: 320
CONTROL: Attack, Bio, Poison			CATCH: YES		RELEASE: Bio		
ITEM STEAL: Battle Axe, War Hammer			ITEM DROP: Antidote				
WEAKNESS: —							
RESISTANCE/ABSORB: Poison / Poison							

	Birostris						— NO.081 / PG. 54
LV: 27	HP: 1,000	STR: 35	DEF: —	MD: 5	GIL: 240	EXP: 353	
CONTROL: Attack, Transfusion			CATCH: YES		RELEASE: Transfusion		
ITEM STEAL: Potion			ITEM DROP: Potion				
WEAKNESS: —							
RESISTANCE/ABSORB: — / Water							

	Black Flame						— NO.053 / PG. 49
LV: 22	HP: 220	STR: 28	DEF: —	MD: 25	GIL: 174	EXP: 290	
CONTROL: Attack, Dark Spark			CATCH: YES		RELEASE: Dark Spark		
ITEM STEAL: Speed Shake			ITEM DROP: Speed Shake				
WEAKNESS: Water							
RESISTANCE/ABSORB: — / Poison, Holy, Earth, Wind							

	Black Goblin	NO.008 / PG. 34				
LV: 7	HP: 20	STR: 5	DEF: —	MD: 5	GIL: 21	EXP: 20
CONTROL: Attack, Goblin Punch		CATCH: YES		RELEASE: Attack (Critical)		
ITEM STEAL: Potion		ITEM DROP: Leather Shoes				
WEAKNESS: —						
RESISTANCE/ABSORB: — / —						

	Black Warlock	HUMANOID NO.128 / PG. 70				
LV: 36	HP: 1,999	STR: 50	DEF: 10	MD: 5	GIL: 375	EXP: 950
CONTROL: Attack, Death, Break, Banish			CATCH: YES		RELEASE: Banish	
ITEM STEAL: Poison Rod, Judgment Staff			ITEM DROP: Power Staff			
WEAKNESS: Holy						
RESISTANCE/ABSORB: - / -						

	Blind Wolf						MAGIC BEAST NO.124 / PG. 70
	LV: 33	HP: 900	STR: 54	DEF: 5	MD: 5	GIL: 363	EXP: 500
	CONTROL: Attack, Special Move			CATCH: YES		RELEASE: Attack (Critical)	
	ITEM STEAL: Eye Drops			ITEM DROP: Eye Drops			
	WEAKNESS: Fire						
RESISTANCE/ABSORB: -/-							

	Blood Slime						—
							NO.088 / PG. 56
	LV: 29	HP: 600	STR: 36	DEF: 39	MD: —	GIL: 264	EXP: 365
	CONTROL: Attack, Vampire		CATCH: YES		RELEASE: Vampire		
	ITEM STEAL: Holy Water		ITEM DROP: Holy Water				
WEAKNESS: Fire							
RESISTANCE/ABSORB: — / —							

	Blue Dragon	DRAGON NO.132 / PG. 70				
LV: 38	HP: 6,900	STR: 64	DEF: 10	MD: 5	GIL: 500	EXP: 2,500
CONTROL: —		CATCH: YES		RELEASE: Ice Storm		
ITEM STEAL: Dragon Fang, Cottage		ITEM DROP: Dragon Fang				
WEAKNESS: —						
RESISTANCE/ABSORB: Earth / Ice						

	Bomb					— NO.049 / PG. 48	
LV: 21	HP: 440	STR: 29	DEF: —	MD: 5	GIL: 162	EXP: 230	
CONTROL: Attack, Self-Destruct			CATCH: YES		RELEASE: Self-Destruct		
ITEM STEAL: Potion			ITEM DROP: Potion				
WEAKNESS: —							
RESISTANCE/ABSORB: — / —							


	Bone Dragon						UNDEAD / DRAGON NO.102 / PG. 58	
	LV: 32	HP: 2,590	STR: 39	DEF: 10	MD: 5	GIL: 300	EXP: 890	
CONTROL: Attack, Bone			CATCH: YES			RELEASE: Bone		
ITEM STEAL: Gold Needle			ITEM DROP: Ether					
WEAKNESS: Fire								
RESISTANCE/ABSORB: - / -								


	Bulette	DESERT NO.142 / PG. 74				
LV: 41	HP: 1,000	STR: 61	DEF: 55	MD: 20	GIL: 429	EXP: 1,050
CONTROL: Attack, Special Move		CATCH: YES		RELEASE: Attack (Critical)		
ITEM STEAL: Potion		ITEM DROP: Hi-Potion				
WEAKNESS: Ice						
RESISTANCE/ABSORB: - / -						

	Byblos	MAGIC BEAST NO.254 / PG. 47				
LV: 24	HP: 3,600	STR: 30	DEF: 10	MD: 30	GIL: —	EXP: —
CONTROL: —		CATCH: —		RELEASE: —		
ITEM STEAL: Mallet, Dark Matter		ITEM DROP: Iron Draft				
WEAKNESS: Fire, Holy						
RESISTANCE/ABSORB: — / All attributes except for Fire						

	Cactus	DESERT NO.092 / PG. 56				
LV: 29	HP: 1,000	STR: 37	DEF: —	MD: 5	GIL: 255	EXP: 419
CONTROL: Attack, Needle, 1000 Needles			CATCH: YES		RELEASE: 1000 Needles	
ITEM STEAL: Potion, Gold Needle			ITEM DROP: —			
WEAKNESS: Water						
RESISTANCE/ABSORB: — / —						

	Calcruthl						UNDEAD NO.013 / PG. 36
	LV: 10	HP: 75	STR: 8	DEF: —	MD: 5	GIL: 60	EXP: 38
	CONTROL: Attack, Transfusion			CATCH: YES		RELEASE: Embrace	
	ITEM STEAL: Potion			ITEM DROP: Elixir			
	WEAKNESS: Lightning						
RESISTANCE/ABSORB: Fire / Water							


	Calofisteri						MAGIC BEAST / HUMANOID NO.300 / PG. 90	
	LV: 68	HP: 18,000	STR: 66	DEF: 50	MD: 30	GIL: —	EXP: —	
	CONTROL: —			CATCH: —		RELEASE: —		
	ITEM STEAL: Plumed Hat, Reflect Ring			ITEM DROP: Diamond Plate				
	WEAKNESS: —							
RESISTANCE/ABSORB: — / —								

	Carbuncle	MAGIC BEAST NO.283 / PG. 72				
LV: 44	HP: 15,000	STR: 50	DEF: 50	MD: 50	GIL: —	EXP: —
CONTROL: —	CATCH: —	RELEASE: —				
ITEM STEAL: Reflect Ring, Goliath Tonic	ITEM DROP: Turtle Shell					
WEAKNESS: —						
RESISTANCE/ABSORB: Earth / —						

	<h1>Catastrophe</h1>					NO.304 / PG. 90	
LV: 71	HP: 19,997	STR: 67	DEF: 40	MD: 20	GIL: —	EXP: —	
CONTROL: —		CATCH: —		RELEASE: —			
ITEM STEAL: Elixir, Cottage		ITEM DROP: Gold Needle					
WEAKNESS: —							
RESISTANCE/ABSORB: — / Earth							

	Catoblepas					MAGIC BEAST / DRAGON NO.281 / PG. 69	
LV: 38	HP: 5,000	STR: 55	DEF: 20	MD: 10	GIL: -	EXP: -	
CONTROL: -		CATCH: -		RELEASE: -			
ITEM STEAL: Phoenix Down		ITEM DROP: Catoblepas					
WEAKNESS: -							
RESISTANCE/ABSORB: - / -							

	Cherie					HUMANOID NO.189 / PG. 86	
	LV: 49	HP: 4,000	STR: 78	DEF: 30	MD: —	GIL: 585	EXP: 1,500
CONTROL: Attack, Aeroga, Lulliputian Lyric, Time Slip			CATCH: YES		RELEASE: Attack (Critical)		
ITEM STEAL: Red Slippers, Elven Mantle			ITEM DROP: Hermes Sandals				
WEAKNESS: —							
RESISTANCE/ABSORB: — / —							

	Chrono Controller						NO.163 / PG. 78	
LV: 43	HP: 2,600	STR: 82	DEF: 45	MD: —	GIL: 480	EXP: 900		
CONTROL: Attack, Mute, Haste, Old			CATCH: YES		RELEASE: Banish			
ITEM STEAL: Potion, Healing Staff			ITEM DROP: Hi-Potion					
WEAKNESS: —								
RESISTANCE/ABSORB: — / —								

	Claret Dragon					DRAGON NO.240 / PG. 93	
LV: 92	HP: 17,000	STR: 135	DEF: 40	MD: —	GIL: 2,200	EXP: 30,000	
CONTROL: Attack, Special Move, Flame Thrower			CATCH: YES		RELEASE: Flare		
ITEM STEAL: Blastshot			ITEM DROP: Dragon Fang				
WEAKNESS: —							
RESISTANCE/ABSORB: — / Fire, Wind							

	Cockatrice					NO.023 / PG. 37	
LV: 12	HP: 100	STR: 15	DEF: —	MD: 5	GIL: 75	EXP: 55	
CONTROL: Attack, Beak			CATCH: YES		RELEASE: Beak		
ITEM STEAL: Gold Needle			ITEM DROP: —				
WEAKNESS: —							
RESISTANCE/ABSORB: Holy / —							

	Coral					NO.179 / PG. 82	
LV: 46	HP: 2,150	STR: 66	DEF: 20	MD: —	GIL: 534	EXP: 1,268	
CONTROL: Attack, Spore			CATCH: YES		RELEASE: Spore		
ITEM STEAL: Potion, Iron Draft			ITEM DROP: —				
WEAKNESS: Lightning							
RESISTANCE/ABSORB: — / Poison, Water							

	Corbett					NO.196 / PG. 49	
LV: 29	HP: 2,800	STR: 40	DEF: -	MD: 25	GIL: 1,000	EXP: -	
CONTROL: Attack, Tail Screw			CATCH: YES		RELEASE: Tail Screw		
ITEM STEAL: Trident			ITEM DROP: Hi-Potion				
WEAKNESS: Lightning							
RESISTANCE/ABSORB: Earth / Water							

	Cray Claw						MAGIC BEAST NO.257 / PG. 51
	LV: 43	HP: 2,000	STR: 37	DEF: 25	MD: 25	GIL: —	EXP: —
CONTROL: —			CATCH: —		RELEASE: —		
ITEM STEAL: Coral Sword			ITEM DROP: Frost Bow				
WEAKNESS: Lightning							
RESISTANCE/ABSORB: — / Water							

	Crescent					NO.052 / PG. 49	
LV: 22	HP: 580	STR: 30	DEF: -	MD: 5	GIL: 171	EXP: 300	
CONTROL: Attack, Wind Slash			CATCH: YES		RELEASE: Wind Slash		
ITEM STEAL: Silver Bow			ITEM DROP: Death Sickle				
WEAKNESS: -							
RESISTANCE/ABSORB: -/-							


	Crew Dust					NO.037 / PG. 42	
LV: 17	HP: 240	STR: 21	DEF: --	MD: 5	GIL: 120	EXP: 130	
CONTROL: Attack, Flash			CATCH: YES		RELEASE: Flash		
ITEM STEAL: Potion, Eye Drops			ITEM DROP: --				
WEAKNESS: Ice, Wind, Water							
RESISTANCE/ABSORB: Fire, Lightning, Poison, Holy, Earth / --							

	Crystal						NO.277 / PG. 68	
	LV: 77	HP: 7,777	STR: 40	DEF: 10	MD: 20	GIL: —	EXP: —	
CONTROL: —			CATCH: —			RELEASE: —		
ITEM STEAL: Elixir			ITEM DROP: Ash					
WEAKNESS: —								
RESISTANCE/ABSORB: Ice, Lightning, Poison, Holy / Fire								

	Crystal						NO.278 / PG. 68										
LV: 77		HP: 7,777		STR: 40		DEF: 10		MD: 20		GIL: -		EXP: -					
CONTROL: -						CATCH: -						RELEASE: -					
ITEM STEAL: Elixir						ITEM DROP: Ash											
WEAKNESS: -																	
RESISTANCE/ABSORB: Ice, Lightning, Poison, Holy / Earth																	

	Crystal						NO.279 / PG. 68	
LV: 77	HP: 7,777	STR: 40	DEF: 10	MD: 20	GIL: —	EXP: —		
CONTROL: —			CATCH: —			RELEASE: —		
ITEM STEAL: Elixir			ITEM DROP: Ash					
WEAKNESS: —								
RESISTANCE/ABSORB: Ice, Lightning, Poison, Holy / Water								

		Crystal					NO.280 / PG. 68	
LV: 77	HP: 7,777	STR: 40	DEF: 10	MD: 20	GIL: -	EXP: -		
CONTROL: -		CATCH: -			RELEASE: -			
ITEM STEAL: Elixir		ITEM DROP: Ash						
WEAKNESS: -								
RESISTANCE/ABSORB: Ice, Lightning, Poison, Holy / Wind								

	<h1>Crystal Dragon</h1>					DRAGON NO.222 / PG. 91	
	LV: 62	HP: 17,500	STR: 128	DEF: 40	MD: 20	GIL: 10,000	EXP: —
CONTROL: — / —			CATCH: YES		RELEASE: Chain Detonation		
ITEM STEAL: Elixir, Dragon Lance			ITEM DROP: Crystal Armor				
WEAKNESS: —							
RESISTANCE/ABSORB: — / Fire, Ice, Lightning, Wind							

	<h1>Crystelle</h1>					NO.226 / PG. 91	
LV: 52	HP: 3	STR: 100	DEF: 50	MD: —	GIL: 2,000	EXP: —	
CONTROL: Attack, Protect, Shell, Float			CATCH: YES		RELEASE: Mighty Guard		
ITEM STEAL: Ether, Crystal Shield			ITEM DROP: Crystal Helm				
WEAKNESS: —							
RESISTANCE/ABSORB: — / All attributes							

	Cur Nakk					MAGIC BEAST NO.043 / PG. 44
	LV: 19	HP: 140	STR: 20	DEF: -	MD: -	GIL: 141 EXP: 140
CONTROL: Attack, Special Move, Flee			CATCH: YES		RELEASE: Attack (Critical)	
ITEM STEAL: Potion			ITEM DROP: -			
WEAKNESS: -						
RESISTANCE/ABSORB: - / -						

	Cure Beast	NO.115 / PG. 66				
LV: 34	HP: 1,000	STR: 42	DEF: -	MD: 5	GIL: 333	EXP: 620
CONTROL: Attack, Curaga, Esuna, Dispel		CATCH: YES		RELEASE: Curaga		
ITEM STEAL: Hi-Potion		ITEM DROP: Elixir				
WEAKNESS: -						
RESISTANCE/ABSORB: - / -						

	Cursed Being						NO.097 / PG. 57
LV: 31	HP: 1,380	STR: 41	DEF: 5	MD: —	GIL: 288	EXP: 900	
CONTROL: Attack, Hastega, Slowga			CATCH: YES		RELEASE: Magic Hammer		
ITEM STEAL: Maiden's Kiss			ITEM DROP: Hero Cocktail				
WEAKNESS: Lightning							
RESISTANCE/ABSORB: — / —							

	The Damned					UNDEAD / MAGIC BEAST NO.151 / PG. 74	
	LV: 44	HP: 1,980	STR: 65	DEF: 10	MD: 5	GIL: 471	EXP: 1,200
CONTROL: Attack, Doom, Off-Guard			CATCH: YES		RELEASE: Doom		
ITEM STEAL: Holy Water			ITEM DROP: Holy Water				
WEAKNESS: -							
RESISTANCE/ABSORB: - / Poison							

	Dark Aspic	NO.113 / PG. 65				
LV: 40	HP: 900	STR: 47	DEF: 30	MD: 20	GIL: 417	EXP: 800
CONTROL: Attack, Slimer, Vampire		CATCH: YES		RELEASE: Vampire		
ITEM STEAL: Potion		ITEM DROP: Potion				
WEAKNESS: Fire						
RESISTANCE/ABSORB: - / -						


	Dark Elemental						NO.233 / PG. 93
LV: 74	HP: 5,500	STR: 80	DEF: 70	MD: -	GIL: 757	EXP: 7,000	
CONTROL: Attack, Firaga, White Wind			CATCH: YES		RELEASE: Firaga		
ITEM STEAL: Buckshot			ITEM DROP: Blastshot				
WEAKNESS: Fire							
RESISTANCE/ABSORB: - / Ice, Lightning							

	Dark Elemental						NO.234 / PG. 93
LV: 74	HP: 5,500	STR: 80	DEF: 70	MD: —	GIL: 757	EXP: 7,000	
CONTROL: Attack, Blizzaga, White Wind			CATCH: YES		RELEASE: Blizzaga		
ITEM STEAL: Hi-Potion			ITEM DROP: Hi-Potion				
WEAKNESS: Ice							
RESISTANCE/ABSORB: — / Fire, Lightning							


	Dark Elemental						NO.235 / PG. 93
LV: 74	HP: 5,500	STR: 80	DEF: 70	MD: -	GIL: 757	EXP: 7,000	
CONTROL: Attack, Thundaga, White Wind				CATCH: YES	RELEASE: Thundaga		
ITEM STEAL: Ether				ITEM DROP: Ether			
WEAKNESS: Lightning							
RESISTANCE/ABSORB: - / Fire, Ice							

	Death Claw						—
						NO.217 / PG. 90	
LV: 51	HP: 4,000	STR: 70	DEF: 29	MD: —	GIL: 600	EXP: 1,700	
CONTROL: —				CATCH: —		RELEASE: —	
ITEM STEAL: Hero Cocktail, Thor Hammer				ITEM DROP: Gold Needle			
WEAKNESS: Water							
RESISTANCE/ABSORB: — / —							

	Death Dealer						HUMANOID NO.206 / PG. 88
	LV: 63	HP: 3,000	STR: 75	DEF: 10	MD: -	GIL: 567	EXP: 1,400
	CONTROL: Attack, Arise, Stop			CATCH: YES		RELEASE: Doom	
	ITEM STEAL: Holy Water, Sage's Miter			ITEM DROP: Phoenix Down			
	WEAKNESS: -						
RESISTANCE/ABSORB: - / -							

	Dechirer						MAGIC BEAST NO.117 / PG. 66
	LV: 35	HP: 1,300	STR: 43	DEF: -	MD: 5	GIL: 339	EXP: 660
CONTROL: Attack, Vampire			CATCH: YES		RELEASE: Level 3 Flare		
ITEM STEAL: Hi-Potion			ITEM DROP: Holy Water				
WEAKNESS: -							
RESISTANCE/ABSORB: - / Lightning							

	Defeater						NO.039 / PG. 42
LV: 18	HP: 260	STR: 22	DEF: -	MD: -	GIL: 129	EXP: 150	
CONTROL: Attack, Gamma Ray, Aero				CATCH: YES			
ITEM STEAL: Potion				RELEASE: Electrocute			
WEAKNESS: Ice							
RESISTANCE/ABSORB: Earth / -							

	Desert Killer					UNDEAD / DESERT NO.060 / PG.50	
	LV: 23	HP: 620	STR: 34	DEF: -	MD: 5	GIL: 192	EXP: 300
CONTROL: Attack, Quicksand			CATCH: YES		RELEASE: Quicksand		
ITEM STEAL: -			ITEM DROP: Antidote				
WEAKNESS: Water							
RESISTANCE/ABSORB: - / -							

	Desertpede	DESERT NO.141 / PG. 74				
LV: 40	HP: 2,150	STR: 59	DEF: 10	MD: 5	GIL: 426	EXP: 900
CONTROL: Attack, Quicksand			CATCH: YES		RELEASE: Quicksand	
ITEM STEAL: Potion, Antidote			ITEM DROP: Dark Matter			
WEAKNESS: Ice						
RESISTANCE/ABSORB: - / -						


	Devil Crab						NO.003 / PG. 33
LV: 3	HP: 16	STR: 4	DEF: 3	MD: 5	GIL: 20	EXP: 7	
CONTROL: Attack, Special Move			CATCH: YES		RELEASE: Attack (Critical)		
ITEM STEAL: Potion			ITEM DROP: -				
WEAKNESS: Ice							
RESISTANCE/ABSORB: - / -							


	Devilfish	MAGIC BEAST NO.073 / PG. 54				
LV: 26	HP: 600	STR: 37	DEF: -	MD: 5	GIL: 222	EXP: 330
CONTROL: Attack, Transfusion		CATCH: YES		RELEASE: Transfusion		
ITEM STEAL: Ether		ITEM DROP: -				
WEAKNESS: Lightning						
RESISTANCE/ABSORB: - / Water						


	Devourer	NO.083 / PG. 54				
LV: 28	HP: 1,000	STR: 37	DEF: --	MD: 5	GIL: 246	EXP: 385
CONTROL: Attack, Special Move			CATCH: YES	RELEASE: Attack (Critical)		
ITEM STEAL: Hi-Potion			ITEM DROP: --			
WEAKNESS: --						
RESISTANCE/ABSORB: -- / Lightning						

	Dhorme Chimera	MAGIC BEAST NO.058 / PG. 50				
LV: 23	HP: 1,000	STR: 50	DEF: 20	MD: 20	GIL: 186	EXP: 1,000
CONTROL: Attack, Aqua Breath			CATCH: YES		RELEASE: Aqua Breath	
ITEM STEAL: Trident			ITEM DROP: Phoenix Down			
WEAKNESS: -						
RESISTANCE/ABSORB: - / Water						

	Dinozombie	UNDEAD / DRAGON NO.239 / PG. 93				
LV: 94	HP: 20,000	STR: 150	DEF: 20	MD: 20	GIL: 5,000	EXP: 30,000
CONTROL: Attack, Bone, Poison Breath			CATCH: YES	RELEASE: Bone		
ITEM STEAL: Antidote			ITEM DROP: Dragon Fang			
WEAKNESS: Holy						
RESISTANCE/ABSORB: - / Poison						


 Doublizard	NO.050 / PG. 48
LV: 21 HP: 700 STR: 29 DEF: 20 MD: 5 GIL: 165 EXP: 260	
CONTROL: Attack, Special Move	CATCH: YES RELEASE: Attack (Critical)
ITEM STEAL: -	ITEM DROP: Potion
WEAKNESS: Ice	
RESISTANCE/ABSORB: -/-	

 Dragon Aegis	AEVIS NO.215 / PG. 90
LV: 49 HP: 7,000 STR: 100 DEF: 15 MD: 15 GIL: 618 EXP: 2,020	
CONTROL: Attack, Breath Wing, Lightning, Frost	CATCH: YES RELEASE: Breath Wing
ITEM STEAL: Trident, Artemis Bow	ITEM DROP: Dragon Fang
WEAKNESS: Water	
RESISTANCE/ABSORB: -/-	


 Dragon Flower	NO.273 / PG. 59
LV: 31 HP: 100 STR: 5 DEF: - MD: 50 GIL: - EXP: -	
CONTROL: -	CATCH: - RELEASE: -
ITEM STEAL: -	ITEM DROP: Phoenix Down
WEAKNESS: -	
RESISTANCE/ABSORB: -/-	

 Dragon Pod	HUMANOID NO.272 / PG. 59
LV: 33 HP: 12,000 STR: 40 DEF: - MD: 40 GIL: - EXP: -	
CONTROL: -	CATCH: - RELEASE: -
ITEM STEAL: -	ITEM DROP: Elixir
WEAKNESS: -	
RESISTANCE/ABSORB: -/-	


 Drippy	HUMANOID NO.100 / PG. 58
LV: 32 HP: 900 STR: 35 DEF: 5 MD: 5 GIL: 294 EXP: 540	
CONTROL: Attack, Return, Magic Hammer	CATCH: YES RELEASE: Mute
ITEM STEAL: Mythril Hammer, Sage's Surplice	ITEM DROP: Tent
WEAKNESS: Poison	
RESISTANCE/ABSORB: -/-	

 Druid	HUMANOID NO.176 / PG. 69
LV: 44 HP: 2,200 STR: 60 DEF: 10 MD: 5 GIL: 501 EXP: 1,500	
CONTROL: Attack, Encircle, Dark Spark	CATCH: YES RELEASE: Encircle
ITEM STEAL: Potion, Angel Ring	ITEM DROP: Phoenix Down
WEAKNESS: -	
RESISTANCE/ABSORB: -/-	

 Dueling Knight	HUMANOID NO.165 / PG. 78
LV: 44 HP: 2,140 STR: 78 DEF: 5 MD: - GIL: 489 EXP: 1,100	
CONTROL: Attack, Special Move	CATCH: YES RELEASE: Attack (Critical)
ITEM STEAL: Power Drink, Flame Shield	ITEM DROP: Power Drink
WEAKNESS: -	
RESISTANCE/ABSORB: -/-	

 Duelist	HUMANOID NO.237 / PG. 93
LV: 73 HP: 15,000 STR: 100 DEF: 30 MD: - GIL: 838 EXP: 25,000	
CONTROL: Attack, Special Move	CATCH: YES RELEASE: Attack
ITEM STEAL: Tent	ITEM DROP: Cottage
WEAKNESS: -	
RESISTANCE/ABSORB: -/-	


 Elf Toad	NO.025 / PG. 38
LV: 13 HP: 160 STR: 15 DEF: - MD: 5 GIL: 81 EXP: 65	
CONTROL: Attack, Special Move, Pond's Chorus	CATCH: YES RELEASE: Pond's Chorus
ITEM STEAL: -	ITEM DROP: Potion
WEAKNESS: Ice	
RESISTANCE/ABSORB: -/-	


 Elm Gigas	HUMANOID NO.140 / PG. 74
LV: 39 HP: 4,170 STR: 62 DEF: 5 MD: 30 GIL: 411 EXP: 810	
CONTROL: Attack, Special Move, Hurricane, Aeroga	CATCH: YES RELEASE: Hurricane
ITEM STEAL: Hero Cocktail	ITEM DROP: Goliath Tonic
WEAKNESS: -	
RESISTANCE/ABSORB: Earth / Wind	

 Enchanted Fan	NO.065 / PG. 52
LV: 24 HP: 1,000 STR: 35 DEF: 2 MD: - GIL: 207 EXP: 470	
CONTROL: Attack, Aera, White Wind	CATCH: YES RELEASE: Ice Storm
ITEM STEAL: Potion, Elixir	ITEM DROP: Dark Bow
WEAKNESS: -	
RESISTANCE/ABSORB: - / Wind	

 Enkidu	HUMANOID NO.275 / PG. 61
LV: 29 HP: 4,000 STR: 50 DEF: - MD: - GIL: - EXP: -	
CONTROL: Attack, Hurricane	CATCH: - RELEASE: -
ITEM STEAL: Green Beret	ITEM DROP: -
WEAKNESS: -	
RESISTANCE/ABSORB: Earth / -	

 Enuo	? NO.323 / PG. 93
LV: ? HP: ? STR: ? DEF: ? MD: ? GIL: ? EXP: ?	
CONTROL: ?	CATCH: ? RELEASE: ?
ITEM STEAL: ?	ITEM DROP: ?
WEAKNESS: ?	
RESISTANCE/ABSORB: ?	

 Exdeath	NO.285 / PG. 73
LV: 66 HP: 32,768 STR: 58 DEF: 25 MD: 25 GIL: - EXP: -	
CONTROL: -	CATCH: - RELEASE: -
ITEM STEAL: Elixir, Judgment Staff	ITEM DROP: -
WEAKNESS: Holy	
RESISTANCE/ABSORB: Poison / -	

 Exdeath	HUMANOID NO.313 / PG. 91
LV: 77 HP: 49,001 STR: 111 DEF: 35 MD: 25 GIL: - EXP: -	
CONTROL: -	CATCH: - RELEASE: -
ITEM STEAL: Phoenix Down, Wonder Wand	ITEM DROP: -
WEAKNESS: -	
RESISTANCE/ABSORB: -/-	

 Exdeath's Soul	UNDEAD / HUMANOID NO.087 / PG. 55
LV: 1 HP: 20,000 STR: 77 DEF: 40 MD: 45 GIL: - EXP: -	
CONTROL: -	CATCH: - RELEASE: -
ITEM STEAL: -	ITEM DROP: Dark Matter
WEAKNESS: Holy	
RESISTANCE/ABSORB: Earth / -	

 Executor	HUMANOID NO.157 / PG. 76
LV: 42 HP: 2,000 STR: 52 DEF: 10 MD: 5 GIL: 462 EXP: 1,300	
CONTROL: Attack, Level 2 Old, Level 3 Flare, Level 4 Graviga	CATCH: YES RELEASE: Level 5 Death
ITEM STEAL: Ether	ITEM DROP: Diamond Armet
WEAKNESS: -	
RESISTANCE/ABSORB: -/-	

 Exoray	NO.236 / PG. 93
LV: 72 HP: 6,000 STR: 50 DEF: - MD: 40 GIL: 724 EXP: 4,000	
CONTROL: Attack, Special Move	CATCH: YES RELEASE: Firaga
ITEM STEAL: Hi-Potion	ITEM DROP: Hi-Potion
WEAKNESS: Fire	
RESISTANCE/ABSORB: -/-	


	Fairy Orc	NO.082 / PG. 54
LV: 28	HP: 1,000	STR: 36 DEF: — MD: 5 GIL: 243 EXP: 385
CONTROL: Attack, Cura, Esuna	CATCH: YES	RELEASE: Curaga
ITEM STEAL: Holy Water, Potion	ITEM DROP: Hi-Potion	
WEAKNESS: —		
RESISTANCE/ABSORB: Earth / Holy		


	Famed Mimic Gogo	HUMANOID NO.297 / PG. 79
LV: 77	HP: 47,714	STR: 120 DEF: 30 MD: 20 GIL: — EXP: —
CONTROL: —	CATCH: —	RELEASE: —
ITEM STEAL: Leather Armor, Gold Hairpin	ITEM DROP: Tiger Mask	
WEAKNESS: —		
RESISTANCE/ABSORB: Water / —		

	Farfarello	HUMANOID NO.210 / PG. 88
LV: 48	HP: 2,580	STR: 90 DEF: 15 MD: — GIL: 606 EXP: 1,390
CONTROL: Attack, Osmose, Drain, Poisona	CATCH: YES	RELEASE: Osmose
ITEM STEAL: Speed Shake, Lillith Rod	ITEM DROP: Eye Drops	
WEAKNESS: Poison		
RESISTANCE/ABSORB: — / —		

	Flaremancer	HUMANOID NO.164 / PG. 78
LV: 44	HP: 3,000	STR: 89 DEF: 35 MD: — GIL: 486 EXP: 1,100
CONTROL: Attack, Firaga, Blizzaga, Thundaga	CATCH: YES	RELEASE: Flare
ITEM STEAL: Elixir, Blitz Whip	ITEM DROP: Sage's Miter	
WEAKNESS: —		
RESISTANCE/ABSORB: — / —		

	Flying Killer	NO.077 / PG. 54
LV: 26	HP: 300	STR: 40 DEF: — MD: — GIL: 200 EXP: 300
CONTROL: Attack, Special Move	CATCH: —	RELEASE: —
ITEM STEAL: —	ITEM DROP: Antidote	
WEAKNESS: —		
RESISTANCE/ABSORB: Earth / —		

	Forza	HUMANOID NO.247 / PG. 37
LV: 8	HP: 850	STR: 14 DEF: 3 MD: 5 GIL: — EXP: —
CONTROL: —	CATCH: —	RELEASE: —
ITEM STEAL: —	ITEM DROP: Power Drink	
WEAKNESS: —		
RESISTANCE/ABSORB: — / —		

	Frost Bull	MAGIC BEAST NO.173 / PG. 82
LV: 45	HP: 2,300	STR: 77 DEF: 10 MD: 5 GIL: 510 EXP: 1,200
CONTROL: Attack, Ice Storm, Frost	CATCH: YES	RELEASE: Ice Storm
ITEM STEAL: Hi-Potion	ITEM DROP: Hi-Potion	
WEAKNESS: Fire		
RESISTANCE/ABSORB: — / Ice		

	Fury	NO.218 / PG. 90
LV: 30	HP: 5,000	STR: 80 DEF: 20 MD: — GIL: 630 EXP: 2,250
CONTROL: Attack, Flare, Holy, Graviga	CATCH: YES	RELEASE: Flare
ITEM STEAL: Reflect Ring, Cursed Ring	ITEM DROP: Black Robe	
WEAKNESS: Water		
RESISTANCE/ABSORB: — / —		

	Gaelicat	NO.022 / PG. 37
LV: 12	HP: 100	STR: 12 DEF: — MD: — GIL: 72 EXP: 55
CONTROL: Attack, Special Move, Float	CATCH: YES	RELEASE: Float
ITEM STEAL: Potion	ITEM DROP: —	
WEAKNESS: —		
RESISTANCE/ABSORB: Earth / —		

	Galajelly	NO.119 / PG. 67
LV: 34	HP: 75	STR: 45 DEF: 20 MD: — GIL: 348 EXP: 750
CONTROL: Attack, Rainbow Wind, Aera	CATCH: YES	RELEASE: Rainbow Wind
ITEM STEAL: Eye Drops	ITEM DROP: Ether	
WEAKNESS: —		
RESISTANCE/ABSORB: — / Fire, Ice, Lightning, Poison, Holy, Earth, Water		

	Gargoyle	HUMANOID NO.288 / PG. 74
LV: 33	HP: 5,000	STR: 58 DEF: 13 MD: 12 GIL: — EXP: —
CONTROL: —	CATCH: —	RELEASE: —
ITEM STEAL: Potion, Phoenix Down	ITEM DROP: Hi-Potion	
WEAKNESS: —		
RESISTANCE/ABSORB: — / Holy		

	Garula	NO.020 / PG. 38
LV: 9	HP: 500	STR: 12 DEF: 5 MD: 5 GIL: — EXP: —
CONTROL: —	CATCH: —	RELEASE: —
ITEM STEAL: Maiden's Kiss	ITEM DROP: —	
WEAKNESS: Fire, Ice, Lightning, Poison, Holy, Earth, Wind, Water		
RESISTANCE/ABSORB: — / —		

	Garula	MAGIC BEAST NO.250 / PG. 40
LV: 3	HP: 1,200	STR: 15 DEF: 7 MD: 4 GIL: — EXP: —
CONTROL: —	CATCH: —	RELEASE: —
ITEM STEAL: Potion, Hi-Potion	ITEM DROP: Hi-Potion	
WEAKNESS: —		
RESISTANCE/ABSORB: — / —		

	Gatling	MAGIC BEAST NO.016 / PG. 38
LV: 7	HP: 80	STR: 9 DEF: — MD: 5 GIL: 42 EXP: 30
CONTROL: Attack, Needle	CATCH: YES	RELEASE: Needle
ITEM STEAL: Gold Needle	ITEM DROP: Gold Needle	
WEAKNESS: —		
RESISTANCE/ABSORB: — / —		

	Gel Fish	NO.200 / PG. 80
LV: 28	HP: 1,000	STR: — DEF: — MD: — GIL: 540 EXP: —
CONTROL: Attack, Slimer, ???	CATCH: YES	RELEASE: Banish
ITEM STEAL: Potion	ITEM DROP: Hi-Potion	
WEAKNESS: Lightning		
RESISTANCE/ABSORB: — / Water		

	Ghidra	UNDEAD / DRAGON NO.069 / PG. 52
LV: 26	HP: 3,000	STR: 42 DEF: 20 MD: 5 GIL: 219 EXP: 3,108
CONTROL: —	CATCH: YES	RELEASE: Earth Shaker
ITEM STEAL: Killer Bow	ITEM DROP: Phoenix Down	
WEAKNESS: —		
RESISTANCE/ABSORB: — / Ice, Lightning, Poison, Earth, Wind, Water		

	Gigas	HUMANOID NO.044 / PG. 44
LV: 19	HP: 760	STR: 28 DEF: — MD: — GIL: 144 EXP: 350
CONTROL: Attack, Aera	CATCH: YES	RELEASE: Aeroga
ITEM STEAL: Elixir	ITEM DROP: Goliath Tonic	
WEAKNESS: —		
RESISTANCE/ABSORB: — / Wind		

	Gil Turtle	UNDEAD NO.282 / PG. 69
LV: 57	HP: 32,768	STR: 115 DEF: 40 MD: 50 GIL: 5,000 EXP: —
CONTROL: —	CATCH: —	RELEASE: —
ITEM STEAL: Potion, Hi-Potion	ITEM DROP: —	
WEAKNESS: Ice		
RESISTANCE/ABSORB: Holy / Fire, Lightning, Poison, Earth, Wind, Water		

	Gilgamesh					HUMANOID NO.267 / PG. 54	
LV: 26	HP: 11,500	STR: 40	DEF: -	MD: -	GIL: -	EXP: -	
CONTROL: -			CATCH: -		RELEASE: -		
ITEM STEAL: -			ITEM DROP: Elixir				
WEAKNESS: -							
RESISTANCE/ABSORB: - / -							

	Gilgamesh					HUMANOID NO.268 / PG. 54	
	LV: 28	HP: 6,500	STR: 49	DEF: 14	MD: 10	GIL: -	EXP: -
CONTROL: -			CATCH: -		RELEASE: -		
ITEM STEAL: Hero Cocktail, Trident			ITEM DROP: Wizard's Hat				
WEAKNESS: -							
RESISTANCE/ABSORB: - / -							

	Gilgamesh					HUMANOID NO.274 / PG. 61	
LV: 31	HP: 8,888	STR: 50	DEF: 10	MD: 10	GIL: -	EXP: -	
CONTROL: -			CATCH: -		RELEASE: -		
ITEM STEAL: Genji Gloves			ITEM DROP: Golden Shield				
WEAKNESS: -							
RESISTANCE/ABSORB: -/-							

	Gilgamesh					HUMANOID NO.284 / PG. 73	
LV: 53	HP: 55,000	STR: 60	DEF: 10	MD: 15	GIL: -	EXP: -	
CONTROL: -		CATCH: -		RELEASE: -			
ITEM STEAL: Genji Helm		ITEM DROP: Excalipoor					
WEAKNESS: -							
RESISTANCE/ABSORB: -/-							

	Gilgamesh					HUMANOID NO.307 / PG. 91	
	LV: 59	HP: ?	STR: 109	DEF: -	MD: 35	GIL: 15	EXP: -
CONTROL: -		CATCH: -			RELEASE: -		
ITEM STEAL: Genji Shield		ITEM DROP: Rune Bow					
WEAKNESS: -							
RESISTANCE/ABSORB: -/-							

	Gilgamesh					HUMANOID NO.310 / PG. 91	
	LV: 93	HP: ?	STR: 115	DEF: 35	MD: -	GIL: -	EXP: -
CONTROL: -			CATCH: -		RELEASE: -		
ITEM STEAL: Genji Armor			ITEM DROP: -				
WEAKNESS: -							
RESISTANCE/ABSORB: - / -							

	Gloom Widow					NO.155 / PG. 77	
LV: 42	HP: 1,820	STR: 60	DEF: 10	MD: 5	GIL: 456	EXP: 1,100	
CONTROL: Attack, Web, Flee			CATCH: YES		RELEASE: Web		
ITEM STEAL: Potion, Hi-Potion			ITEM DROP: -				
WEAKNESS: Water							
RESISTANCE/ABSORB: - / -							

	Gobbledygook					MAGIC BEAST / HUMANOID NO.105 / PG. 61	
	LV: 24	HP: 1,200	STR: 39	DEF: 5	MD: 5	GIL: 1,000	EXP: 890
	CONTROL: Attack, Mustard Bomb			CATCH: YES		RELEASE: Mustard Bomb	
	ITEM STEAL: Potion, Hi-Potion			ITEM DROP: Phoenix Down			
	WEAKNESS: -			RESISTANCE/ABSORB: -/-			

	Goblin						NO.001 / PG. 32	
LV: 6	HP: 16	STR: 5	DEF: --	MD: 5	GIL: 20	EXP: 10		
CONTROL: Attack, Goblin Punch, Flee				CATCH: YES		RELEASE: Flare		
ITEM STEAL: Potion				ITEM DROP: Leather Cap				
WEAKNESS: --								
RESISTANCE/ABSORB: -- / --								

	Golem						NO.271 / PG. 59	
LV: 3	HP: 2,500	STR: 40	DEF: -	MD: -	GIL: -	EXP: -		
CONTROL: -			CATCH: -			RELEASE: -		
ITEM STEAL: Gold Needle			ITEM DROP: Golem					
WEAKNESS: -								
RESISTANCE/ABSORB: -/-								

		Gorgimera				No.224 / PG. 91	
LV: 51	HP: 10,000	STR: 100	DEF: 15	MD: -	GIL: 900	EXP: -	
CONTROL: Attack, Frost, Blaze, Lightning			CATCH: YES		RELEASE: Tidal Wave		
ITEM STEAL: Hi-Potion, Aegis Shield			ITEM DROP: Circlet				
WEAKNESS: Water							
RESISTANCE/ABSORB: -/-							

	Grand Aegis						AEVIS NO.315 / PG. 93	
	LV: 97	HP: 42,000	STR: 120	DEF: 60	MD: 40	GIL: -	EXP: -	
CONTROL: -			CATCH: -			RELEASE: -		
ITEM STEAL: Cottage			ITEM DROP: Fairy Bow					
WEAKNESS: -								
RESISTANCE/ABSORB: - / Fire, Ice, Lightning, Wind								

	<h1>Grand Mummy</h1>						UNDEAD / HUMANOID NO.152 / PG. 74	
	LV: 0	HP: 6,000	STR: 55	DEF: 30	MD: 10	GIL: -	EXP: -	
CONTROL: -			CATCH: -			RELEASE: -		
ITEM STEAL: Hi-Potion, Holy Water			ITEM DROP: Hi-Potion					
WEAKNESS: Fire								
RESISTANCE/ABSORB: - / Poison								

	Grass Tortoise					NO.034 / PG. 42	
LV: 15	HP: 250	STR: 20	DEF: 11	MD: 4	GIL: 100	EXP: 230	
CONTROL: Attack, Special Move			CATCH: YES		RELEASE: Attack (Critical)		
ITEM STEAL: Turtle Shell			ITEM DROP: Turtle Shell				
WEAKNESS: Ice							
RESISTANCE/ABSORB: - / -							

	Gravitator						HUMANOID NO.111 / PG. 62	
LV: 34	HP: 1,800	STR: 38	DEF: 20	MD: 10	GIL: 327	EXP: 720		
CONTROL: Attack, Gravity, Graviga			CATCH: YES		RELEASE: Graviga			
ITEM STEAL: Hi-Potion			ITEM DROP: Gaia Gear					
WEAKNESS: -								
RESISTANCE/ABSORB: - / -								


	<h1>Great Dragon</h1>				NO.212 / PG. 88	
LV: 51	HP: 10,000	STR: 100	DEF: 20	MD: 20	GIL: 615	EXP: 1,900
CONTROL: Attack, Special Move, Fire			CATCH: YES		RELEASE: Attack (Critical)	
ITEM STEAL: Dragon Fang, Power Drink			ITEM DROP: Dragon Fang			
WEAKNESS: Water						
RESISTANCE/ABSORB: - / -						


	Grenade					NO.204 / PG. 88	
LV: 47	HP: 3,000	STR: 75	DEF: 10	MD: —	GIL: 558	EXP: 1,100	
CONTROL: Attack, Self-Destruct			CATCH: YES		RELEASE: Self-Destruct		
ITEM STEAL: Hi-Potion, Flame Shield			ITEM DROP: Hi-Potion				
WEAKNESS: —							
RESISTANCE/ABSORB: — / —							

	Guardian					NO.317 / PG. 93	
	LV: 97	HP: 55,000	STR: 110	DEF: 40	MD: 10	GIL: -	EXP: -
CONTROL: -		CATCH: -			RELEASE: -		
ITEM STEAL: Blitzshot		ITEM DROP: -					
WEAKNESS: -							
RESISTANCE/ABSORB: - / Lightning							


	Hades	UNDEAD No.242 / Pg. 93				
LV: 97	HP: 33,333	STR: 120	DEF: 30	MD: 40	GIL: 15,000	EXP: 50,000
CONTROL: --		CATCH: --		RELEASE: --		
ITEM STEAL: Cursed Ring		ITEM DROP: Bone Mail				
WEAKNESS: Holy						
RESISTANCE/ABSORB: -- / Poison						


	Halicarnassus	NO.305 / PG. 90				
LV: 97	HP: 33,333	STR: 65	DEF: 10	MD: 20	GIL: -	EXP: -
CONTROL: -	CATCH: -	RELEASE: -				
ITEM STEAL: Staff of Light, Aegis Shield	ITEM DROP: Elven Mantle					
WEAKNESS: -						
RESISTANCE/ABSORB: - / -						

	Headstone						NO.024 / PG. 37
	LV: 12	HP: 50	STR: 13	DEF: 8	MD: 5	GIL: 78	EXP: 55
	CONTROL: Attack, Special Move, Flash			CATCH: YES		RELEASE: Flash	
	ITEM STEAL: Silver Specs, Hi-Potion			ITEM DROP: —			
	WEAKNESS: Lightning						
RESISTANCE/ABSORB: Fire, Ice, Poison, Earth, Wind, Water / —							

	Hedgehog						MAGIC BEAST NO.137 / PG. 78
LV: 37	HP: 1,000	STR: 54	DEF: 25	MD: 5	GIL: 402	EXP: 850	
CONTROL: Attack, Needle, 1000 Needles			CATCH: YES		RELEASE: 1000 Needles		
ITEM STEAL: Gold Needle			ITEM DROP: Gold Needle				
WEAKNESS: -							
RESISTANCE/ABSORB: - / -							

	Hellraiser						MAGIC BEAST NO.125 / PG. 70
LV: 34	HP: 1,050	STR: 49	DEF: 5	MD: 5	GIL: 366	EXP: 750	
CONTROL: Attack, White Wind, Panacea, Arise			CATCH: YES		RELEASE: White Wind		
ITEM STEAL: Potion, Hi-Potion			ITEM DROP: Phoenix Down				
WEAKNESS: -							
RESISTANCE/ABSORB: - / -							


	Hydra						DRAGON NO.068 / PG. 52
LV: 25	HP: 2,000	STR: 38	DEF: 10	MD: 5	GIL: 216	EXP: 1,800	
CONTROL: Attack, Earthquake, Poison Breath			CATCH: YES		RELEASE: Lightning		
ITEM STEAL: Ether, Hi-Potion			ITEM DROP: Dragon Fang				
WEAKNESS: --							
RESISTANCE/ABSORB: -- / Lightning							

	Ice Commander						HUMANOID NO.248 / PG. 39
LV: 4	HP: 600	STR: 21	DEF: —	MD: —	GIL: —	EXP: —	
CONTROL: —			CATCH: —		RELEASE: —		
ITEM STEAL: Mythril Sword			ITEM DROP: Long Sword				
WEAKNESS: Fire							
RESISTANCE/ABSORB: — / Ice							

	Ice Soldier						HUMANOID NO.026 / PG. 38
	LV: 13	HP: 160	STR: 17	DEF: —	MD: 5	GIL: 84	EXP: 65
CONTROL: Attack, Special Move, Fira			CATCH: YES		RELEASE: Blizzard		
ITEM STEAL: Mythril Sword, Potion			ITEM DROP: Long Sword				
WEAKNESS: Fire							
RESISTANCE/ABSORB: — / Ice							

	Ifrit						NO.253 / PG. 47
LV: 22	HP: 3,000	STR: 29	DEF: 10	MD: 20	GIL: -	EXP: -	
CONTROL: -		CATCH: -		RELEASE: -			
ITEM STEAL: Phoenix Down		ITEM DROP: Flame Scroll					
WEAKNESS: Ice, Water							
RESISTANCE/ABSORB: Poison / Fire							

	Imp	MAGIC BEAST NO.121 / PG. 67				
LV: 36	HP: 2,000	STR: 90	DEF: 5	MD: 5	GIL: 354	EXP: 840
CONTROL: Attack, Confuse, Entice			CATCH: YES		RELEASE: Confuse	
ITEM STEAL: Potion			ITEM DROP: Diamond Armlet			
WEAKNESS: -						
RESISTANCE/ABSORB: Holy / -						

	Iron Claw	NO.252 / PG. 45				
LV: 39	HP: 900	STR: 21	DEF: 20	MD: 10	GIL: 100	EXP: 40
CONTROL: Attack, Death Claw		CATCH: -		RELEASE: -		
ITEM STEAL: Hero Cocktail		ITEM DROP: Silver Specs				
WEAKNESS: -						
RESISTANCE/ABSORB: - / -						

	Iron Fist	HUMANOID NO.131 / PG. 70				
LV: 38	HP: 3,300	STR: 63	DEF: 15	MD: 15	GIL: 384	EXP: 1,300
CONTROL: Attack, Dancehall Daze			CATCH: YES		RELEASE: Attack (Critical)	
ITEM STEAL: Potion, Beast Killer			ITEM DROP: Hero Cocktail			
WEAKNESS: Fire, Ice, Lightning						
RESISTANCE/ABSORB: - / -						

	Iron Giant	NO.220 / PG. 90				
LV: 61	HP: 18,000	STR: 100	DEF: 50	MD: —	GIL: 597	EXP: 10,000
CONTROL: —		CATCH: —		RELEASE: —		
ITEM STEAL: Iron Helm, Iron Armor		ITEM DROP: Goliath Tonic				
WEAKNESS: Water						
RESISTANCE/ABSORB: — / —						


	Iron Muscles	HUMANOID NO.166 / PG. 78				
LV: 44	HP: 2,140	STR: 80	DEF: 25	MD: -	GIL: 492	EXP: 1,200
CONTROL: Attack, Special Move		CATCH: YES		RELEASE: Earth Shaker		
ITEM STEAL: Goliath Tonic		ITEM DROP: Goliath Tonic				
WEAKNESS: -						
RESISTANCE/ABSORB: - / -						


	Ironback	MAGIC BEAST NO.177 / PG. 69				
LV: 44	HP: 2,200	STR: 70	DEF: 50	MD: 15	GIL: 504	EXP: 1,300
CONTROL: Attack, Special Move			CATCH: YES		RELEASE: Attack (Critical)	
ITEM STEAL: Potion			ITEM DROP: Tent			
WEAKNESS: Ice						
RESISTANCE/ABSORB: - / -						


	Ironclad	NO.241 / PG. 93				
LV: 91	HP: 22,000	STR: 140	DEF: 60	MD: —	GIL: 1,000	EXP: 40,000
CONTROL: —	CATCH: —	RELEASE: —				
ITEM STEAL: Earthbreaker	ITEM DROP: Diamond Helm					
WEAKNESS: —						
RESISTANCE/ABSORB: — / —						

	Istory Lythos	MAGIC BEAST / DRAGON NO.174 / PG. 82				
LV: 45	HP: 2,300	STR: 85	DEF: 30	MD: 30	GIL: 513	EXP: 2,000
CONTROL: Attack, Comet, Blaze		CATCH: YES		RELEASE: Atomic Ray		
ITEM STEAL: Antidote, Judgment Staff		ITEM DROP: Dragon Fang				
WEAKNESS: -						
RESISTANCE/ABSORB: - / -						

	Jackanapes	NO.030 / PG. 38				
LV: 20	HP: 666	STR: 50	DEF: 50	MD: 50	GIL: 1	EXP: --
CONTROL: Attack, Confuse, Drain			CATCH: YES		RELEASE: Old	
ITEM STEAL: Iron Draft, Elixir			ITEM DROP: Phoenix Down			
WEAKNESS: --						
RESISTANCE/ABSORB: -- / Fire, Ice, Lightning, Poison, Holy, Earth, Wind						


	Jura Aegis						AEVIS NO.303 / PG. 90
	LV: 61	HP: 15,000	STR: 65	DEF: 35	MD: 30	GIL: --	EXP: --
CONTROL: --			CATCH: --		RELEASE: --		
ITEM STEAL: Turtle Shell, Dragon Lance			ITEM DROP: Dragon Fang				
WEAKNESS: --							
RESISTANCE/ABSORB: Earth / Fire, Ice, Lightning, Wind							

	Karlalos						NO.244 / PG. 35	
LV: 5	HP: 650	STR: 10	DEF: —	MD: 10	GIL: —	EXP: —		
CONTROL: —				CATCH: —		RELEASE: —		
ITEM STEAL: Potion				ITEM DROP: Tent				
WEAKNESS: Lightning								
RESISTANCE/ABSORB: — / —								

	Killer Bee	NO.005 / PG. 41				
LV: 1	HP: 20	STR: 5	DEF: —	MD: 5	GIL: 20	EXP: 15
CONTROL: Attack, Needle			CATCH: YES		RELEASE: Needle	
ITEM STEAL: Potion			ITEM DROP: —			
WEAKNESS: —						
RESISTANCE/ABSORB: Earth / —						

	King Behemoth	NO.221 / PG. 91				
LV: 82	HP: 18,000	STR: 95	DEF: 15	MD: —	GIL: 1,000	EXP: —
CONTROL: Attack, ???		CATCH: YES		RELEASE: Giga Flare		
ITEM STEAL: Phoenix Down, Blood Sword		ITEM DROP: Twin Lance				
WEAKNESS: Water						
RESISTANCE/ABSORB: - / -						

	Kornago	NO.096 / PG. 57				
LV: 31	HP: 1,000	STR: 38	DEF: —	MD: 5	GIL: 285	EXP: 512
CONTROL: Attack, Pond's Chorus			CATCH: YES		RELEASE: Pond's Chorus	
ITEM STEAL: Potion			ITEM DROP: Eye Drops			
WEAKNESS: Ice						
RESISTANCE/ABSORB: — / —						


	Kuza Beast	MAGIC BEAST NO.085 / PG. 86				
LV: 28	HP: 5,000	STR: 45	DEF: 10	MD: —	GIL: 1,000	EXP: 1,000
CONTROL: Attack, ???			CATCH: YES		RELEASE: Attack (Critical)	
ITEM STEAL: —			ITEM DROP: Elixir			
WEAKNESS: Wind						
RESISTANCE/ABSORB: — / —						


	Lamia	MAGIC BEAST NO.066 / PG. 52				
LV: 24	HP: 900	STR: 35	DEF: —	MD: 3	GIL: 210	EXP: 490
CONTROL: Attack, Confuse, 1000 Needles			CATCH: YES		RELEASE: 1000 Needles	
ITEM STEAL: Maiden's Kiss, Lamia's Tiara			ITEM DROP: —			
WEAKNESS: Ice						
RESISTANCE/ABSORB: — / Poison						

	Lamia Queen					UNDEAD / MAGIC BEAST / HUMANOID NO.143 / PG. 74	
	LV: 40	HP: 2,100	STR: 54	DEF: 10	MD: 5	GIL: 435	EXP: 700
CONTROL: Attack, Entice, Dancehall Daze				CATCH: YES		RELEASE: Entice	
ITEM STEAL: Maiden's Kiss, Thornlet				ITEM DROP: Lamia's Tiara			
WEAKNESS: Ice							
RESISTANCE/ABSORB: - / -							

	Land Turtle	NO.116 / PG. 60				
LV: 34	HP: 1,300	STR: 42	DEF: 30	MD: 15	GIL: 336	EXP: 790
CONTROL: Attack, Special Move		CATCH: YES		RELEASE: Attack (Critical)		
ITEM STEAL: Potion		ITEM DROP: Turtle Shell				
WEAKNESS: Ice						
RESISTANCE/ABSORB: - / -						

	Landcrawler	MAGIC BEAST / DESERT NO.186 / PG. 86				
LV: 48	HP: 22,000	STR: 100	DEF: 20	MD: 5	GIL: 576	EXP: 3,270
CONTROL: Attack, Critical, Special Move, Evil Eye			CATCH: YES		RELEASE: Maelstrom	
ITEM STEAL: Ancient Sword, Defender			ITEM DROP: Elixir			
WEAKNESS: -						
RESISTANCE/ABSORB: - / Earth						


	Launcher						NO.260 / PG. 52
	LV: 50	HP: 10,800	STR: 7	DEF: —	MD: 10	GIL: —	EXP: —
CONTROL: —			CATCH: —		RELEASE: —		
ITEM STEAL: Ether			ITEM DROP: Hi-Potion				
WEAKNESS: —							
RESISTANCE/ABSORB: Poison, Wind, Water / —							

	Launcher						NO.261 / PG. 52
LV: 50	HP: 10,800	STR: 7	DEF: —	MD: 10	GIL: —	EXP: —	
CONTROL: —			CATCH: —		RELEASE: —		
ITEM STEAL: Ether			ITEM DROP: Hi-Potion				
WEAKNESS: —							
RESISTANCE/ABSORB: Poison, Wind, Water / —							

	Launcher	MAG NO.318 / PG. 93				
LV: 97	HP: 20,000	STR: 110	DEF: 20	MD: 10	GIL: —	EXP: —
CONTROL: —		CATCH: —		RELEASE: —		
ITEM STEAL: Blastshot		ITEM DROP: —				
WEAKNESS: —						
RESISTANCE/ABSORB: — / Lightning						

	Launcher	No.319 / PG. 93				
LV: 97	HP: 20,000	STR: 110	DEF: 20	MD: 10	GIL: —	EXP: —
CONTROL: —		CATCH: —		RELEASE: —		
ITEM STEAL: Blastshot		ITEM DROP: —				
WEAKNESS: —						
RESISTANCE/ABSORB: — / Lightning						

	Lemure	HUMANOID NO.187 / PG. 86				
LV: 49	HP: 3,800	STR: 77	DEF: 30	MD: 10	GIL: 579	EXP: 1,500
CONTROL: Attack, Entice, 1000 Needles, Pond's Chorus			CATCH: YES		RELEASE: Entice	
ITEM STEAL: Reflect Ring, Ribbon			ITEM DROP: Lamia's Harp			
WEAKNESS: -						
RESISTANCE/ABSORB: Earth / -						

	Lesser Lopros						AEVIS NO.091 / PG. 56
LV: 32	HP: 2,300	STR: 42	DEF: 30	MD: 15	GIL: 273	EXP: 888	
CONTROL: Attack, Breath Wing			CATCH: YES		RELEASE: Breath Wing		
ITEM STEAL: Hi-Potion			ITEM DROP: Hi-Potion				
WEAKNESS: Fire							
RESISTANCE/ABSORB: Poison / -							

	Level Checker	NO.207 / PG.				
LV: 54	HP: 5,000	STR: 90	DEF: 20	MD: —	GIL: 624	EXP: 1,520
CONTROL: Attack, Level 2 Old, Level 4 Graviga, Level 5 Death				CATCH: YES	RELEASE: Level 3 Flare	
ITEM STEAL: Potion, Ether				ITEM DROP: Elixir		
WEAKNESS: —						
RESISTANCE/ABSORB: — / —						

	Level Tricker						NO.110 / PG. 62
LV: 34	HP: 1,300	STR: 41	DEF: 10	MD: 5	GIL: 324	EXP: 710	
CONTROL: Attack, Level 2 Old, Level 5 Death				CATCH: YES		RELEASE: Level 4 Graviga	
ITEM STEAL: Potion				ITEM DROP: Hi-Potion			
WEAKNESS: Lightning							
RESISTANCE/ABSORB: -/-							

	Leviathan	DRAGON NO.296 / PG. 83				
LV: 37	HP: 40,000	STR: 85	DEF: 25	MD: 15	GIL: —	EXP: —
CONTROL: —		CATCH: —		RELEASE: —		
ITEM STEAL: Elixir		ITEM DROP: Reflect Ring				
WEAKNESS: Lightning						
RESISTANCE/ABSORB: Fire, Earth / Water						

	Liquid Flame	NO.251 / PG. 43				
LV: 19	HP: 3,000	STR: 18	DEF: —	MD: 15	GIL: —	EXP: —
CONTROL: —	CATCH: —	RELEASE: —				
ITEM STEAL: —	ITEM DROP: Flame Scroll					
WEAKNESS: Ice						
RESISTANCE/ABSORB: Poison, Water / Fire, Wind						

	Little Chariot						— NO.078 / PG. 54	
LV: 8	HP: 480	STR: 40	DEF: —	MD: —	GIL: 200	EXP: 300		
CONTROL: Attack, Mastard Bomb			CATCH: —		RELEASE: —			
ITEM STEAL: —			ITEM DROP: Hi-Potion					
WEAKNESS: Lightning								
RESISTANCE/ABSORB: — / —								

	Lycaon	MAGIC BEAST NO.101 / PG. 58				
LV: 32	HP: 500	STR: 36	DEF: 5	MD: —	GIL: 200	EXP: 300
CONTROL: Attack, Special Move		CATCH: YES		RELEASE: Attack (Critical)		
ITEM STEAL: Hi-Potion		ITEM DROP: Holy Water				
WEAKNESS: Fire						
RESISTANCE/ABSORB: - / -						

	Magic Dragon	MAGIC BEAST / DRAGON NO.127 / PG. 70				
LV: 36	HP: 2,900	STR: 58	DEF: 10	MD: 5	GIL: 372	EXP: 1,200
CONTROL: Attack, Level 2 Old, Blizzaga, Bio		CATCH: YES		RELEASE: Blaze		
ITEM STEAL: Potion, Hi-Potion		ITEM DROP: Elixir				
WEAKNESS: Poison, Wind						
RESISTANCE/ABSORB: - / -						

	Magic Pot	— NO.190 / PG. 86				
LV: 91	HP: 65,255	STR: 70	DEF: 255	MD: 255	GIL: 10,000	EXP: 10,000
CONTROL: —		CATCH: —		RELEASE: —		
ITEM STEAL: Hi-Potion		ITEM DROP: Elixir				
WEAKNESS: —						
RESISTANCE/ABSORB: — / —						

	Magissa					HUMANOID NO.246 / PG. 37	
	LV: 8	HP: 650	STR: 14	DEF: —	MD: —	GIL: —	EXP: —
	CONTROL: —		CATCH: —		RELEASE: —		
	ITEM STEAL: — / —		ITEM DROP: Whip				
	WEAKNESS: —						
RESISTANCE/ABSORB: — / —							

	Magnetite						NO.107 / PG. 62
LV: 33	HP: 1,200	STR: 43	DEF: 10	MD: 5	GIL: 315	EXP: 610	
CONTROL: Attack, Gamma Ray			CATCH: YES		RELEASE: Gamma Ray		
ITEM STEAL: -			ITEM DROP: Hi-Potion				
WEAKNESS: Lightning							
RESISTANCE/ABSORB: Earth / -							


	Mammon	— NO.120 / PG. 67				
LV: 35	HP: 1,700	STR: 46	DEF: 5	MD: 5	GIL: 351	EXP: 700
CONTROL: Attack, Berserk		CATCH: YES		RELEASE: Berserk		
ITEM STEAL: Hi-Potion		ITEM DROP: Hi-Potion				
WEAKNESS: Fire						
RESISTANCE/ABSORB: -/-						

	Mandrake						UNDEAD NO.084 / PG. 54
	LV: 28	HP: 1,000	STR: 36	DEF: —	MD: 5	GIL: 249	EXP: 385
CONTROL: Attack, Special Move, Spore			CATCH: YES		RELEASE: Digestive Acid		
ITEM STEAL: Eye Drops, Antidote			ITEM DROP: —				
WEAKNESS: Fire							
RESISTANCE/ABSORB: — / —							

	Mani Wizard					HUMANOID NO.011 / PG. 34	
	LV: 5	HP: 20	STR: 5	DEF: —	MD: 5	GIL: 30	EXP: 20
CONTROL: Attack, Flare, Death, Osmose			CATCH: YES		RELEASE: Death		
ITEM STEAL: Potion			ITEM DROP: Rod				
WEAKNESS: —							
RESISTANCE/ABSORB: — / —							

	Manticore	MAGIC BEAST NO.265 / PG. 53				
LV: 19	HP: 3,300	STR: 40	DEF: 10	MD: 20	GIL: —	EXP: —
CONTROL: —		CATCH: —		RELEASE: —		
ITEM STEAL: Dragon Fang, Wind Spear		ITEM DROP: Phoenix Down				
WEAKNESS: —						
RESISTANCE/ABSORB: — / Ice						

	Mecha Head	MAGIC BEAST NO.150 / PG. 74				
LV: 37	HP: 7,210	STR: 59	DEF: 28	MD: 18	GIL: —	EXP: —
CONTROL: Attack, ???		CATCH: —		RELEASE: —		
ITEM STEAL: Ether, Gauntlets		ITEM DROP: Speed Shake				
WEAKNESS: Lightning, Water						
RESISTANCE/ABSORB: — / —						

	Medusa		UNDEAD / MAGIC BEAST / HUMANOID NO.238 / PG. 93				
	LV: 69	HP: 7,500	STR: 99	DEF: 30	MD: 20	GIL: 762	EXP: 15,000
CONTROL: Attack, Entice, Dancehall Daze			CATCH: YES		RELEASE: Entice		
ITEM STEAL: Gold Needle			ITEM DROP: Gold Needle				
WEAKNESS: -							
RESISTANCE/ABSORB: - / -							

	Melusine	— NO.287 / PG. 75				
LV: 29	HP: 20,000	STR: 49	DEF: 90	MD: —	GIL: —	EXP: —
CONTROL: —	CATCH: —	RELEASE: —				
ITEM STEAL: Leather Armor	ITEM DROP: Maiden's Kiss					
WEAKNESS: Varies						
RESISTANCE/ABSORB: Poison, Holy, Earth, Wind, Water / Ice, Lightning						

	Mercury Bat	— NO.178 / PG. 82				
LV: 46	HP: 500	STR: 65	DEF: 10	MD: —	GIL: 531	EXP: 1,020
CONTROL: Attack, Vampire		CATCH: YES		RELEASE: Vampire		
ITEM STEAL: Potion		ITEM DROP: Hi-Potion				
WEAKNESS: —						
RESISTANCE/ABSORB: Earth / —						

	Merrow					— NO.076 / PG. 54	
LV: 25	HP: 400	STR: 40	DEF: —	MD: —	GIL: 200	EXP: 300	
CONTROL: Attack, Special Move			CATCH: —		RELEASE: —		
ITEM STEAL: —			ITEM DROP: Potion				
WEAKNESS: Lightning							
RESISTANCE/ABSORB: — / Water							

	Metamorph	HUMANOID NO.114 / PG. 65				
LV: 43	HP: 7,000	STR: 40	DEF: 10	MD: 5	GIL: 777	EXP: 20
CONTROL: Attack, Old, Blizzaga, Shell			CATCH: YES		RELEASE: Old	
ITEM STEAL: Staff, Hi-Potion			ITEM DROP: Staff of Light			
WEAKNESS: Wind, Water						
RESISTANCE/ABSORB: — / —						

**Mindflayer**

NO.225 / PG. 91

LV: 53 HP: 4,700 STR: 90 DEF: 20 MD: — GIL: 800 EXP: —

CONTROL: Attack, Mind Blast, Flame Thrower, Blaster CATCH: YES RELEASE: Mind Blast
 ITEM STEAL: Green Beret, Main Gauche ITEM DROP: White Robe
 WEAKNESS: —
 RESISTANCE/ABSORB: — / —

**Mindflusher**UNDEAD
NO.015 / PG. 36

LV: 11 HP: 90 STR: 9 DEF: — MD: 5 GIL: 66 EXP: 46

CONTROL: Attack, Confuse CATCH: YES RELEASE: Confuse
 ITEM STEAL: — ITEM DROP: Flame Scroll
 WEAKNESS: —
 RESISTANCE/ABSORB: — / —

**Mini Dragon**DRAGON
NO.055 / PG. 49

LV: 22 HP: 1,000 STR: 30 DEF: 30 MD: 20 GIL: 180 EXP: 900

CONTROL: Attack, Blaze CATCH: YES RELEASE: Holy
 ITEM STEAL: Dragon Fang ITEM DROP: —
 WEAKNESS: —
 RESISTANCE/ABSORB: — / —

**Mini Magician**HUMANOID
NO.118 / PG. 67

LV: 11 HP: 1,100 STR: 30 DEF: 5 MD: — GIL: 345 EXP: 600

CONTROL: Attack, Return, Old, Mute CATCH: YES RELEASE: Firaga
 ITEM STEAL: Wizard's Hat ITEM DROP: Wizard's Hat
 WEAKNESS: —
 RESISTANCE/ABSORB: — / —

**Mini Satana**MAGIC BEAST
NO.229 / PG. 93

LV: 71 HP: 6,500 STR: 100 DEF: — MD: 60 GIL: 785 EXP: 12,000

CONTROL: Attack, Confuse, Thundaga CATCH: YES RELEASE: Confuse
 ITEM STEAL: Hi-Potion ITEM DROP: Hi-Potion
 WEAKNESS: —
 RESISTANCE/ABSORB: — / —

**Minotaur**HUMANOID
NO.291 / PG. 79

LV: 37 HP: 19,850 STR: 99 DEF: — MD: — GIL: — EXP: —

CONTROL: — CATCH: — RELEASE: —
 ITEM STEAL: Leather Shoes, Fuma Shuriken ITEM DROP: —
 WEAKNESS: —
 RESISTANCE/ABSORB: Poison, Holy, Earth, Water / Poison, Holy, Earth, Water

**Moldwynd**

NO.010 / PG. 34

LV: 1 HP: 20 STR: 5 DEF: — MD: 5 GIL: 27 EXP: 20

CONTROL: Attack, Aero CATCH: YES RELEASE: Aera
 ITEM STEAL: — ITEM DROP: Elixir
 WEAKNESS: —
 RESISTANCE/ABSORB: Earth / Wind

**Moogle Eater**

NO.090 / PG. 56

LV: 23 HP: 1,000 STR: 39 DEF: 5 MD: 5 GIL: 270 EXP: 665

CONTROL: Attack, Digestive Acid CATCH: YES RELEASE: Aqua Breath
 ITEM STEAL: Hi-Potion ITEM DROP: —
 WEAKNESS: Lightning
 RESISTANCE/ABSORB: — / —

**Moss Fungus**MAGIC BEAST
NO.209 / PG. 88

LV: 48 HP: 5,000 STR: 75 DEF: 15 MD: — GIL: 591 EXP: 1,520

CONTROL: Attack, Rainbow Wind, Spore CATCH: YES RELEASE: Banish
 ITEM STEAL: Hi-Potion, Air Knife ITEM DROP: Antidote
 WEAKNESS: Fire, Water
 RESISTANCE/ABSORB: — / Poison

**Motor Trap**

NO.040 / PG. 42

LV: 17 HP: 240 STR: 24 DEF: 10 MD: — GIL: 126 EXP: 150

CONTROL: Attack, Missile, Gamma Ray CATCH: — RELEASE: —
 ITEM STEAL: Ether ITEM DROP: —
 WEAKNESS: Lightning
 RESISTANCE/ABSORB: Earth / —

**Mover**UNDEAD
NO.228 / PG. 91

LV: 52 HP: 10,000 STR: 128 DEF: 40 MD: — GIL: 50,000 EXP: —

CONTROL: Attack, Transfusion CATCH: YES RELEASE: Delta Attack
 ITEM STEAL: Flame Scroll, Water Scroll ITEM DROP: Lightning Scroll
 WEAKNESS: Fire
 RESISTANCE/ABSORB: — / Poison

**Mummy**UNDEAD / HUMANOID
NO.148 / PG. 74

LV: 27 HP: 2,900 STR: 48 DEF: 25 MD: 20 GIL: 500 EXP: —

CONTROL: Attack, Curaga CATCH: — RELEASE: —
 ITEM STEAL: Potion, Hi-Potion ITEM DROP: Holy Water
 WEAKNESS: Fire
 RESISTANCE/ABSORB: — / —

**Mykale**HUMANOID
NO.156 / PG. 77

LV: 42 HP: 2,000 STR: 65 DEF: 10 MD: 5 GIL: 459 EXP: 1,200

CONTROL: Attack, Moon Flute, 1000 Needles, Lilliputian Lyric CATCH: YES RELEASE: Time Slip
 ITEM STEAL: Silk Robe, Death Sickle ITEM DROP: Luminous Robe
 WEAKNESS: —
 RESISTANCE/ABSORB: Earth / —

**Mythril Dragon**DRAGON
NO.036 / PG. 42

LV: 16 HP: 600 STR: 28 DEF: 15 MD: 20 GIL: 114 EXP: 270

CONTROL: Attack, Transfusion CATCH: YES RELEASE: Frost
 ITEM STEAL: Potion, Mythril Armor ITEM DROP: Mythril Glove
 WEAKNESS: —
 RESISTANCE/ABSORB: Earth / —

**Necromancer**UNDEAD
NO.223 / PG. 91

LV: 54 HP: 6,900 STR: 79 DEF: 15 MD: 30 GIL: 1,000 EXP: —

CONTROL: Attack, Blaster CATCH: YES RELEASE: White Wind
 ITEM STEAL: Holy Water, Bone Mail ITEM DROP: Holy Water
 WEAKNESS: Water
 RESISTANCE/ABSORB: Earth / —

**Necrophobe**

NO.308 / PG. 91

LV: 66 HP: 44,044 STR: 99 DEF: 50 MD: 50 GIL: — EXP: —

CONTROL: — CATCH: — RELEASE: —
 ITEM STEAL: Elixir, Thief's Gloves ITEM DROP: Luminous Robe
 WEAKNESS: All attributes
 RESISTANCE/ABSORB: — / —

**Neo Exdeath**

? NO.314 / PG. 91

LV: ? HP: ? STR: ? DEF: ? MD: ? GIL: ? EXP: ?

CONTROL: ? CATCH: ? RELEASE: ?
 ITEM STEAL: ? ITEM DROP: ?
 WEAKNESS: ?
 RESISTANCE/ABSORB: ?

**Neo Garula**MAGIC BEAST
NO.079 / PG. 54

LV: 27 HP: 980 STR: 40 DEF: — MD: — GIL: 500 EXP: 300

CONTROL: — CATCH: — RELEASE: —
 ITEM STEAL: — ITEM DROP: Water Scroll
 WEAKNESS: —
 RESISTANCE/ABSORB: — / Lightning

Neo Shinryu DRAGON NO.322 / PG. 93
 LV: 97 HP: 65,000 STR: 200 DEF: 100 MD: 100 GIL: — EXP: —
 CONTROL: — CATCH: — RELEASE: —
 ITEM STEAL: Elixir ITEM DROP: —
 WEAKNESS: —
 RESISTANCE/ABSORB: — / Holy

Neon NO.106 / PG. 62
 LV: 33 HP: 700 STR: 44 DEF: 5 MD: 5 GIL: 312 EXP: 600
 CONTROL: Attack, Flash CATCH: YES RELEASE: Reflect
 ITEM STEAL: Speed Shake ITEM DROP: Speed Shake
 WEAKNESS: —
 RESISTANCE/ABSORB: — / —

Nereid UNDEAD NO.294 / PG. 81
 LV: 20 HP: 13,333 STR: 54 DEF: — MD: 25 GIL: — EXP: —
 CONTROL: — CATCH: — RELEASE: —
 ITEM STEAL: Gold Needle, Elixir ITEM DROP: Power Drink
 WEAKNESS: Fire
 RESISTANCE/ABSORB: — / Ice

Ninja NO.214 / PG. 90
 LV: 52 HP: 5,000 STR: 90 DEF: 15 MD: — GIL: 612 EXP: 1,800
 CONTROL: Attack, Special Move, Image CATCH: YES RELEASE: Attack (Critical)
 ITEM STEAL: Shuriken, Kiku-Ichimonji ITEM DROP: Fuma Shuriken
 WEAKNESS: —
 RESISTANCE/ABSORB: — / —

Nix NO.197 / PG. 49
 LV: 25 HP: 1,500 STR: 90 DEF: 35 MD: — GIL: 740 EXP: —
 CONTROL: Attack, Special Move, Goblin Punch CATCH: YES RELEASE: Wind Slash
 ITEM STEAL: Antidote, Hi-Potion ITEM DROP: Hi-Potion
 WEAKNESS: Lightning
 RESISTANCE/ABSORB: — / Water

Numb Blade HUMANOID NO.160 / PG. 76
 LV: 43 HP: 2,400 STR: 81 DEF: 10 MD: 5 GIL: 474 EXP: 1,400
 CONTROL: Attack, ??? CATCH: YES RELEASE: Reaper's Sword
 ITEM STEAL: Ashura, Ice Shield ITEM DROP: Kotetsu
 WEAKNESS: —
 RESISTANCE/ABSORB: — / —

Nutkin MAGIC BEAST NO.006 / PG. 48
 LV: 1 HP: 20 STR: 5 DEF: — MD: 5 GIL: 20 EXP: 10
 CONTROL: Attack, Special Move CATCH: YES RELEASE: Attack (Critical)
 ITEM STEAL: Potion ITEM DROP: Potion
 WEAKNESS: —
 RESISTANCE/ABSORB: — / —

Objet d'Art NO.099 / PG. 74
 LV: 45 HP: 3,300 STR: 76 DEF: 20 MD: 5 GIL: 507 EXP: 100
 CONTROL: Attack, Special Move, Death Claw CATCH: YES RELEASE: Break
 ITEM STEAL: Hi-Potion, Twin Lance ITEM DROP: Gold Needle
 WEAKNESS: Lightning
 RESISTANCE/ABSORB: — / —

Octokraken NO.192 / PG. 35
 LV: 7 HP: 60 STR: 8 DEF: — MD: 5 GIL: 45 EXP: 21
 CONTROL: — CATCH: — RELEASE: —
 ITEM STEAL: — ITEM DROP: Potion
 WEAKNESS: —
 RESISTANCE/ABSORB: — / —

Odin HUMANOID NO.290 / PG. 77
 LV: 2 HP: 17,000 STR: 60 DEF: 20 MD: 20 GIL: — EXP: —
 CONTROL: — CATCH: — RELEASE: —
 ITEM STEAL: Protect Ring ITEM DROP: Flame Shield
 WEAKNESS: —
 RESISTANCE/ABSORB: — / Holy

Oiseaurare MAGIC BEAST NO.158 / PG. 76
 LV: 43 HP: 1,900 STR: 60 DEF: 10 MD: 5 GIL: 465 EXP: 1,250
 CONTROL: Attack, Confuse, Berserk, Mini CATCH: YES RELEASE: Rainbow Wind
 ITEM STEAL: Hi-Potion, Mirage Vest ITEM DROP: Holy Water
 WEAKNESS: —
 RESISTANCE/ABSORB: — / —

Omega NO.311 / PG. 89
 LV: 119 HP: 55,530 STR: 115 DEF: 190 MD: 150 GIL: 50,000 EXP: —
 CONTROL: — CATCH: — RELEASE: —
 ITEM STEAL: — ITEM DROP: Omega Badge
 WEAKNESS: Lightning
 RESISTANCE/ABSORB: — / All attributes except for Lightning

Omega Mk.II NO.321 / PG. 93
 LV: 97 HP: 65,000 STR: 150 DEF: 200 MD: 200 GIL: — EXP: —
 CONTROL: — CATCH: — RELEASE: —
 ITEM STEAL: Elixir ITEM DROP: Force Shield
 WEAKNESS: Lightning
 RESISTANCE/ABSORB: — / All attributes except Lightning

Omniscient NO.292 / PG. 79
 LV: 53 HP: 16,999 STR: 100 DEF: — MD: 8 GIL: — EXP: —
 CONTROL: — CATCH: — RELEASE: —
 ITEM STEAL: Potion, Kormago Gourd ITEM DROP: —
 WEAKNESS: Wind
 RESISTANCE/ABSORB: — / —

Orukat NO.211 / PG. 88
 LV: 49 HP: 2,100 STR: 75 DEF: 33 MD: 16 GIL: 594 EXP: 1,350
 CONTROL: Attack, Flash, Return CATCH: YES RELEASE: Demon Eye
 ITEM STEAL: Dark Matter, Gold Needle ITEM DROP: Phoenix Down
 WEAKNESS: Earth, Water
 RESISTANCE/ABSORB: — / Holy

Page 32 NO.045 / PG. 46
 LV: 19 HP: 480 STR: 27 DEF: — MD: 5 GIL: 147 EXP: 180
 CONTROL: Attack, Aera CATCH: YES RELEASE: Banish
 ITEM STEAL: Potion, Green Beret ITEM DROP: Potion
 WEAKNESS: Fire
 RESISTANCE/ABSORB: — / —

Page 64 NO.046 / PG. 46
 LV: 20 HP: 500 STR: 27 DEF: 1 MD: 5 GIL: 150 EXP: 200
 CONTROL: Attack, Fira, Level 5 Death CATCH: YES RELEASE: Attack (Critical)
 ITEM STEAL: Potion, Silver Specs ITEM DROP: Phoenix Down
 WEAKNESS: Fire
 RESISTANCE/ABSORB: — / —

Page 128 NO.047 / PG. 46
 LV: 20 HP: 700 STR: 28 DEF: — MD: 5 GIL: 153 EXP: 190
 CONTROL: Attack, Slimer, Digestive Acid CATCH: YES RELEASE: Attack (Critical)
 ITEM STEAL: Ether ITEM DROP: Potion
 WEAKNESS: Fire
 RESISTANCE/ABSORB: — / —



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NO.048 / PG. 46

LV: 21 HP: 900 STR: 29 DEF: - MD: 5 GIL: 156 EXP: 210

CONTROL: Attack, Off-Guard CATCH: YES RELEASE: Comet
 ITEM STEAL: Hi-Potion, Ninja Suit ITEM DROP: Mythril Shield
 WEAKNESS: Fire
 RESISTANCE/ABSORB: -/-



Pao

NO.070 / PG. 54

LV: 27 HP: 500 STR: 40 DEF: - MD: - GIL: - EXP: 0

CONTROL: Attack, Flee CATCH: YES RELEASE: Panacea
 ITEM STEAL: Potion, Hi-Potion ITEM DROP: Tent
 WEAKNESS: -
 RESISTANCE/ABSORB: -/-



Parthenope

HUMANOID
NO.188 / PG. 86

LV: 49 HP: 3,900 STR: 76 DEF: 30 MD: 5 GIL: 582 EXP: 1,500

CONTROL: Attack, Spore, Flash, Panacea CATCH: YES RELEASE: White Wind
 ITEM STEAL: Rainbow Dress, Coral Ring ITEM DROP: Reflect Ring
 WEAKNESS: -
 RESISTANCE/ABSORB: -/-



Pas de Seul

NO.029 / PG. 40

LV: 14 HP: 280 STR: 19 DEF: - MD: 5 GIL: 93 EXP: 100

CONTROL: - CATCH: - RELEASE: -
 ITEM STEAL: Potion ITEM DROP: -
 WEAKNESS: Lightning
 RESISTANCE/ABSORB: -/-



Phobos

UNDEAD
NO.295 / PG. 81

LV: 39 HP: 13,333 STR: 55 DEF: - MD: 25 GIL: - EXP: -

CONTROL: - CATCH: - RELEASE: -
 ITEM STEAL: Gold Needle, Elixir ITEM DROP: Goliath Tonic
 WEAKNESS: Earth
 RESISTANCE/ABSORB: - / Poison



Poison Eagle

NO.103 / PG. 58

LV: 32 HP: 100 STR: 37 DEF: - MD: - GIL: 303 EXP: 500

CONTROL: Attack, Beak, Poison, Float CATCH: YES RELEASE: Float
 ITEM STEAL: Hayate Bow ITEM DROP: Antidote
 WEAKNESS: -
 RESISTANCE/ABSORB: Poison, Earth / Poison



Poltergeist

UNDEAD
NO.038 / PG. 42

LV: 17 HP: 240 STR: 21 DEF: - MD: 5 GIL: 123 EXP: 135

CONTROL: Attack, Drain, Confuse CATCH: YES RELEASE: Drain
 ITEM STEAL: Hi-Potion ITEM DROP: -
 WEAKNESS: Wind, Water
 RESISTANCE/ABSORB: Fire, Lightning, Poison, Holy, Earth / Ice



Prototype

NO.056 / PG. 76

LV: 23 HP: 5,000 STR: 33 DEF: 100 MD: 100 GIL: - EXP: 2,000

CONTROL: Attack, Missile, Self-Destruct, Blaster CATCH: YES RELEASE: Mega Flare
 ITEM STEAL: Ether ITEM DROP: Dark Matter
 WEAKNESS: -
 RESISTANCE/ABSORB: -/-



Purobolos

NO.263 / PG. 53

LV: 22 HP: 1,500 STR: 45 DEF: - MD: - GIL: - EXP: -

CONTROL: Attack, Self-Destruct CATCH: - RELEASE: -
 ITEM STEAL: Eye Drops ITEM DROP: Potion
 WEAKNESS: -
 RESISTANCE/ABSORB: -/-



Python

NO.138 / PG. 78

LV: 39 HP: 1,800 STR: 49 DEF: 5 MD: 5 GIL: 405 EXP: 680

CONTROL: Attack, Special Move, Entangle CATCH: YES RELEASE: Entangle
 ITEM STEAL: Antidote ITEM DROP: Eye Drops
 WEAKNESS: Ice
 RESISTANCE/ABSORB: -/-



Ra Mage

HUMANOID
NO.062 / PG. 52

LV: 19 HP: 760 STR: 25 DEF: - MD: - GIL: 198 EXP: 370

CONTROL: Attack, Fira, Blizzara, Thundara CATCH: YES RELEASE: Break
 ITEM STEAL: Sage's Surplice ITEM DROP: Elixir
 WEAKNESS: -
 RESISTANCE/ABSORB: -/-



Rajiformes

UNDEAD / MAGIC BEAST
NO.144 / PG. 74

LV: 41 HP: 2,200 STR: 61 DEF: 10 MD: 5 GIL: 438 EXP: 800

CONTROL: Attack, Lightning CATCH: YES RELEASE: Aqua Breath
 ITEM STEAL: Power Drink ITEM DROP: Potion
 WEAKNESS: Lightning
 RESISTANCE/ABSORB: Earth / -



Ramuh

HUMANOID
NO.255 / PG. 49

LV: 21 HP: 4,000 STR: 27 DEF: 20 MD: 5 GIL: - EXP: -

CONTROL: - CATCH: - RELEASE: -
 ITEM STEAL: Hi-Potion ITEM DROP: Ramuh
 WEAKNESS: -
 RESISTANCE/ABSORB: - / Lightning



Red Dragon

UNDEAD / DRAGON
NO.133 / PG. 70

LV: 30 HP: 7,500 STR: 65 DEF: 12 MD: 8 GIL: 500 EXP: 3,000

CONTROL: Attack, Atomic Ray, Blaze, Level 3 Flare CATCH: YES RELEASE: Atomic Ray
 ITEM STEAL: Hi-Potion, Flame Ring ITEM DROP: Elixir
 WEAKNESS: Ice, Earth, Water
 RESISTANCE/ABSORB: - / Fire



Reflect Knight

HUMANOID
NO.108 / PG. 62

LV: 33 HP: 1,600 STR: 47 DEF: 30 MD: - GIL: 318 EXP: 700

CONTROL: Attack, Reflect CATCH: YES RELEASE: ???
 ITEM STEAL: War Hammer, Poison Axe ITEM DROP: Reflect Ring
 WEAKNESS: -
 RESISTANCE/ABSORB: -/-



Reflect Mage

HUMANOID
NO.126 / PG. 70

LV: 36 HP: 1,300 STR: 52 DEF: 5 MD: - GIL: 369 EXP: 900

CONTROL: Attack, Thundaga, Reflect, Slowga CATCH: YES RELEASE: Thundaga
 ITEM STEAL: Reflect Ring ITEM DROP: Ether
 WEAKNESS: -
 RESISTANCE/ABSORB: -/-



Ricard Mage

HUMANOID
NO.027 / PG. 40

LV: 10 HP: 100 STR: 17 DEF: - MD: 5 GIL: 87 EXP: 75

CONTROL: - CATCH: - RELEASE: -
 ITEM STEAL: Rod ITEM DROP: Flame Rod
 WEAKNESS: -
 RESISTANCE/ABSORB: -/-



Rock Slug

NO.021 / PG. 37

LV: 11 HP: 120 STR: 13 DEF: - MD: 5 GIL: 69 EXP: 46

CONTROL: Attack, Slimer CATCH: YES RELEASE: Slimer
 ITEM STEAL: Potion ITEM DROP: -
 WEAKNESS: Fire
 RESISTANCE/ABSORB: -/-

Ronkan Knight HUMANOID NO.063 / PG. 52
 LV: 24 HP: 860 STR: 36 DEF: 20 MD: 10 GIL: 201 EXP: 380
 CONTROL: Attack, Special Move CATCH: YES RELEASE: Attack (Critical)
 ITEM STEAL: Hi-Potion, Power Drink ITEM DROP: Mythril Shield
 WEAKNESS: --
 RESISTANCE/ABSORB: -- / --

Rukh AEVIS NO.201 / PG. 80
 LV: 29 HP: 9,000 STR: 75 DEF: 20 MD: 10 GIL: 5,000 EXP: --
 CONTROL: Attack, Breath Wing, Beak CATCH: YES RELEASE: Breath Wing
 ITEM STEAL: Hi-Potion, Murasame ITEM DROP: Goliath Tonic
 WEAKNESS: --
 RESISTANCE/ABSORB: Earth / --

Sahagin -- NO.193 / PG. 45
 LV: 20 HP: 550 STR: 27 DEF: -- MD: 5 GIL: 100 EXP: 180
 CONTROL: Attack, Special Move, Goblin Punch CATCH: YES RELEASE: Attack (Critical)
 ITEM STEAL: Potion ITEM DROP: Potion
 WEAKNESS: Lightning
 RESISTANCE/ABSORB: Water / Water

Sand Bear MAGIC BEAST / DESERT NO.061 / PG. 50
 LV: 24 HP: 1,000 STR: 36 DEF: 10 MD: 10 GIL: 195 EXP: 360
 CONTROL: Attack, Special Move CATCH: YES RELEASE: Attack (Critical)
 ITEM STEAL: Javelin ITEM DROP: Antidote
 WEAKNESS: Water
 RESISTANCE/ABSORB: -- / --

Sandboil DESERT NO.059 / PG. 50
 LV: 23 HP: 420 STR: 33 DEF: 5 MD: 5 GIL: 189 EXP: 260
 CONTROL: Attack, Spore CATCH: YES RELEASE: Spore
 ITEM STEAL: Potion ITEM DROP: Potion
 WEAKNESS: Water
 RESISTANCE/ABSORB: -- / --

Sandcrawler DESERT NO.093 / PG. 56
 LV: 29 HP: 15,000 STR: 45 DEF: 10 MD: 5 GIL: 1,000 EXP: 1,000
 CONTROL: Attack, Electrocute CATCH: YES RELEASE: Maelstrom
 ITEM STEAL: Tent ITEM DROP: Power Drink
 WEAKNESS: --
 RESISTANCE/ABSORB: -- / --

Sandworm DESERT NO.256 / PG. 51
 LV: 18 HP: 3,000 STR: 25 DEF: -- MD: 10 GIL: -- EXP: --
 CONTROL: -- CATCH: -- RELEASE: --
 ITEM STEAL: -- ITEM DROP: --
 WEAKNESS: Water
 RESISTANCE/ABSORB: -- / --

Sea Devil -- NO.202 / PG. 80
 LV: 30 HP: 5,000 STR: 71 DEF: 15 MD: 10 GIL: 3,000 EXP: --
 CONTROL: Attack, Special Move, Entangle CATCH: YES RELEASE: Attack (Critical)
 ITEM STEAL: Hi-Potion, Defender ITEM DROP: Turtle Shell
 WEAKNESS: Lightning
 RESISTANCE/ABSORB: -- / Water

Sea Ibis -- NO.195 / PG. 45
 LV: 19 HP: 25 STR: 30 DEF: 10 MD: 35 GIL: 100 EXP: 200
 CONTROL: Attack, Beak CATCH: YES RELEASE: Beak
 ITEM STEAL: Gold Needle ITEM DROP: Gold Needle
 WEAKNESS: --
 RESISTANCE/ABSORB: Earth, Water / --

Sekhmet MAGIC BEAST / HUMANOID NO.153 / PG. 74
 LV: 41 HP: 6,000 STR: 70 DEF: 10 MD: 5 GIL: 10 EXP: 3
 CONTROL: Attack, Special Move CATCH: YES RELEASE: Attack (Critical)
 ITEM STEAL: Hi-Potion, Thief's Gloves ITEM DROP: Crystal Armor
 WEAKNESS: --
 RESISTANCE/ABSORB: -- / --

Sergeant HUMANOID NO.041 / PG. 44
 LV: -- HP: 400 STR: 25 DEF: -- MD: -- GIL: 132 EXP: 160
 CONTROL: Attack, Special Move CATCH: YES RELEASE: Flee
 ITEM STEAL: Potion ITEM DROP: Silver Plate
 WEAKNESS: --
 RESISTANCE/ABSORB: -- / --

Shadow -- NO.139 / PG. 54
 LV: 40 HP: 1,000 STR: 57 DEF: 25 MD: 5 GIL: 408 EXP: 880
 CONTROL: Attack, Vampire, Dark Spark, Off-Guard CATCH: YES RELEASE: Vampire
 ITEM STEAL: Hi-Potion ITEM DROP: Holy Water
 WEAKNESS: --
 RESISTANCE/ABSORB: -- / --

Shadow Dancer HUMANOID NO.159 / PG. 76
 LV: 43 HP: 4,480 STR: 75 DEF: 10 MD: 5 GIL: 468 EXP: 1,550
 CONTROL: Attack, Rainbow Wind, Dancehall Daze CATCH: YES RELEASE: Attack (Critical)
 ITEM STEAL: Power Armlet, Dancing Dagger ITEM DROP: Mallet
 WEAKNESS: --
 RESISTANCE/ABSORB: -- / --

Shell Bear MAGIC BEAST NO.072 / PG. 54
 LV: 27 HP: 380 STR: 37 DEF: -- MD: -- GIL: 334 EXP: 89
 CONTROL: Attack, Special Move CATCH: YES RELEASE: Attack (Critical)
 ITEM STEAL: Spear ITEM DROP: Hi-Potion
 WEAKNESS: --
 RESISTANCE/ABSORB: -- / --

Shield Dragon AEVIS / DRAGON NO.086 / PG. 55
 LV: 29 HP: 19,999 STR: 40 DEF: 40 MD: 25 GIL: 1,000 EXP: 10,000
 CONTROL: Attack, Blaze CATCH: YES RELEASE: Almagest
 ITEM STEAL: Mythril Shield, Golden Shield ITEM DROP: Golden Shield
 WEAKNESS: --
 RESISTANCE/ABSORB: -- / --

Shinryu DRAGON NO.312 / PG. 91
 LV: 97 HP: 55,500 STR: 175 DEF: 60 MD: 60 GIL: -- EXP: --
 CONTROL: -- CATCH: -- RELEASE: --
 ITEM STEAL: Dragon's Whisker, Dragon Fang ITEM DROP: Dragon Seal
 WEAKNESS: --
 RESISTANCE/ABSORB: -- / Holy

Shiva HUMANOID NO.249 / PG. 39
 LV: 11 HP: 1,500 STR: 40 DEF: -- MD: -- GIL: -- EXP: --
 CONTROL: -- CATCH: -- RELEASE: --
 ITEM STEAL: Hi-Potion, Phoenix Down ITEM DROP: Frost Rod
 WEAKNESS: Fire
 RESISTANCE/ABSORB: -- / Ice

Silent Bee -- NO.035 / PG. 42
 LV: 16 HP: 220 STR: 20 DEF: -- MD: 5 GIL: 111 EXP: 120
 CONTROL: Attack, Needle CATCH: YES RELEASE: Needle
 ITEM STEAL: -- ITEM DROP: Gold Needle
 WEAKNESS: --
 RESISTANCE/ABSORB: Earth / --

	Siren	HUMANOID NO.245 / PG. 36
LV: 2	HP: 900	STR: 15 DEF: — MD: 20 GIL: — EXP: —
CONTROL: —	CATCH: —	RELEASE: —
ITEM STEAL: — / —	ITEM DROP: Bronze Armor	
WEAKNESS: —		
RESISTANCE/ABSORB: — / —		

	Skeleton	UNDEAD NO.012 / PG. 36
LV: 10	HP: 70	STR: 8 DEF: — MD: 5 GIL: 57 EXP: 38
CONTROL: Attack, Special Move	CATCH: YES	RELEASE: Thundara
ITEM STEAL: —	ITEM DROP: Dagger	
WEAKNESS: Fire, Holy		
RESISTANCE/ABSORB: — / Poison		

	Skull Eater	MAGIC BEAST NO.057 / PG. 48
LV: 32	HP: 1	STR: 50 DEF: 90 MD: 90 GIL: 100 EXP: 300
CONTROL: Attack, Special Move	CATCH: YES	RELEASE: Attack (Critical)
ITEM STEAL: Tent	ITEM DROP: Elixir	
WEAKNESS: —		
RESISTANCE/ABSORB: — / —		

	Sleepy	NO.135 / PG. 62
LV: 36	HP: 1,600	STR: 50 DEF: 5 MD: 5 GIL: 396 EXP: 700
CONTROL: Attack, Sleep	CATCH: YES	RELEASE: Sleep
ITEM STEAL: Healing Staff, Hi-Potion	ITEM DROP: Leather Cap	
WEAKNESS: —		
RESISTANCE/ABSORB: — / —		

	Slug	NO.154 / PG. 77
LV: 42	HP: 1,820	STR: 62 DEF: 10 MD: 5 GIL: 453 EXP: 1,100
CONTROL: Attack, Slimer	CATCH: YES	RELEASE: Digestive Acid
ITEM STEAL: Potion, Hi-Potion	ITEM DROP: —	
WEAKNESS: Fire		
RESISTANCE/ABSORB: — / —		

	Sorcerer	HUMANOID NO.042 / PG. 44
LV: 18	HP: 350	STR: 20 DEF: — MD: — GIL: 138 EXP: 180
CONTROL: Attack, Mini, Toad	CATCH: YES	RELEASE: Reflect
ITEM STEAL: Mage Masher, Gaia Gear	ITEM DROP: Ether	
WEAKNESS: —		
RESISTANCE/ABSORB: — / —		

	Soul Cannon	NO.259 / PG. 52
LV: 36	HP: 22,500	STR: 7 DEF: 5 MD: 10 GIL: 100 EXP: 40
CONTROL: —	CATCH: —	RELEASE: —
ITEM STEAL: Ether, Elixir	ITEM DROP: Dark Matter	
WEAKNESS: Lightning		
RESISTANCE/ABSORB: Poison, Wind, Water / —		

	Soul Eater	MAGIC BEAST NO.231 / PG. 93
LV: 68	HP: 7,000	STR: 50 DEF: 50 MD: 50 GIL: 800 EXP: 10,000
CONTROL: Attack, Special Move	CATCH: YES	RELEASE: Attack
ITEM STEAL: Holy Water	ITEM DROP: Holy Water	
WEAKNESS: —		
RESISTANCE/ABSORB: — / —		

	Spizzner	MAGIC BEAST NO.175 / PG. 82
LV: 39	HP: 2,300	STR: 71 DEF: 10 MD: — GIL: 516 EXP: 1,250
CONTROL: Attack, Digestive Acid, Quicksand	CATCH: YES	RELEASE: Wind Slash
ITEM STEAL: Potion	ITEM DROP: Potion	
WEAKNESS: —		
RESISTANCE/ABSORB: — / —		

	Steel Bat	NO.002 / PG. 33
LV: 2	HP: 20	STR: 3 DEF: — MD: 5 GIL: 20 EXP: 9
CONTROL: Attack, Vampire	CATCH: YES	RELEASE: Vampire
ITEM STEAL: Potion	ITEM DROP: —	
WEAKNESS: —		
RESISTANCE/ABSORB: Earth / —		

	Steel Fist	HUMANOID NO.181 / PG. 82
LV: 47	HP: 4,000	STR: 60 DEF: 30 MD: — GIL: 543 EXP: 1,335
CONTROL: Attack, Critical, Special Move, Rocket Punch	CATCH: YES	RELEASE: Rocket Punch
ITEM STEAL: Twist Headband, Hero Cocktail	ITEM DROP: Kaiser Knuckles	
WEAKNESS: —		
RESISTANCE/ABSORB: — / —		

	Stingray	NO.203 / PG. 80
LV: 93	HP: 30,000	STR: 66 DEF: 60 MD: 20 GIL: — EXP: —
CONTROL: Attack, Tidal Wave, Mighty Guard	CATCH: YES	RELEASE: Tidal Wave
ITEM STEAL: Dark Matter, Rune Blade	ITEM DROP: Dragon's Whisker	
WEAKNESS: —		
RESISTANCE/ABSORB: Earth / Water		

	Stone Golem	NO.054 / PG. 49
LV: 22	HP: 1,000	STR: 32 DEF: 20 MD: 50 GIL: 177 EXP: 550
CONTROL: Attack, Break	CATCH: YES	RELEASE: Earthquake
ITEM STEAL: Gold Needle	ITEM DROP: Hi-Potion	
WEAKNESS: Lightning		
RESISTANCE/ABSORB: Poison, Earth / —		

	Stone Mask	NO.064 / PG. 52
LV: 24	HP: 450	STR: 34 DEF: 20 MD: — GIL: 204 EXP: 320
CONTROL: Attack, Flash, Reflect	CATCH: YES	RELEASE: Reflect
ITEM STEAL: Gold Needle	ITEM DROP: —	
WEAKNESS: Lightning		
RESISTANCE/ABSORB: — / —		


	Strapparer	NO.075 / PG. 54
LV: 26	HP: 600	STR: 37 DEF: — MD: 5 GIL: 228 EXP: 330
CONTROL: Attack, Death Claw	CATCH: YES	RELEASE: Death Claw
ITEM STEAL: Elixir	ITEM DROP: —	
WEAKNESS: Lightning		
RESISTANCE/ABSORB: — / Fire		


	Stray Cat	MAGIC BEAST NO.007 / PG. 41
LV: 2	HP: 20	STR: 5 DEF: — MD: 5 GIL: 20 EXP: 15
CONTROL: Attack, Special Move, Flee	CATCH: YES	RELEASE: Attack (Critical)
ITEM STEAL: Potion	ITEM DROP: —	
WEAKNESS: —		
RESISTANCE/ABSORB: — / —		


	Stroper	NO.004 / PG. 33
LV: 3	HP: 20	STR: 4 DEF: — MD: 5 GIL: 20 EXP: 8
CONTROL: Attack, Spore	CATCH: YES	RELEASE: Spore
ITEM STEAL: Potion	ITEM DROP: —	
WEAKNESS: —		
RESISTANCE/ABSORB: — / —		

	Sucker	NO.191 / PG. 35
LV: 6	HP: 50	STR: 7 DEF: — MD: 5 GIL: 40 EXP: 21
CONTROL: —	CATCH: —	RELEASE: —
ITEM STEAL: —	ITEM DROP: Potion	
WEAKNESS: Lightning		
RESISTANCE/ABSORB: — / —		

	Sword Dancer	HUMANOID NO.216 / PG. 90				
LV: 48	HP: 3,000	STR: 75	DEF: 15	MD: -	GIL: 561	EXP: 2,400
CONTROL: Attack, Critical, Dancehall Daze			CATCH: YES		RELEASE: Attack (Critical)	
ITEM STEAL: Mythril Helm, Enhancer			ITEM DROP: Icebrand			
WEAKNESS: -						
RESISTANCE/ABSORB: - / -						

	Tarantula					NO.071 / PG. 54	
LV: 27	HP: 200	STR: 35	DEF: —	MD: —	GIL: 231	EXP: 88	
CONTROL: Attack, Web			CATCH: YES		RELEASE: Web		
ITEM STEAL: —			ITEM DROP: Potion				
WEAKNESS: Ice							
RESISTANCE/ABSORB: — / Poison							


	Tatou					MAGIC BEAST NO.018 / PG. 38	
LV: 8	HP: 100	STR: 11	DEF: 3	MD: 10	GIL: 70	EXP: 50	
CONTROL: Attack, Special Move, Flee			CATCH: YES		RELEASE: Attack (Critical)		
ITEM STEAL: Potion			ITEM DROP: Tent				
WEAKNESS: Ice, Water							
RESISTANCE/ABSORB: - / -							

	Thunder Anemone						NO.194 / PG. 45
LV: 21	HP: 600	STR: 27	DEF: —	MD: 5	GIL: 100	EXP: 160	
CONTROL: Attack, Electrocute, Thundara			CATCH: YES		RELEASE: Spore		
ITEM STEAL: —			ITEM DROP: Lightning Scroll, Potion				
WEAKNESS: —							
RESISTANCE/ABSORB: — / Lightning							

	Tiny Mage					NO.162 / PG. 78	
LV: 43	HP: 1,540	STR: 50	DEF: 40	MD: -	GIL: 477	EXP: 780	
CONTROL: Attack, Raise, Scan, Silence			CATCH: YES		RELEASE: Thundaga		
ITEM STEAL: Ether			ITEM DROP: Potion				
WEAKNESS: -							
RESISTANCE/ABSORB: - / -							

	Titan	HUMANOID NO.264 / PG. 53				
LV: 1	HP: 2,500	STR: 45	DEF: 10	MD: -	GIL: -	EXP: -
CONTROL: -		CATCH: -		RELEASE: -		
ITEM STEAL: Potion, Gaia Hammer		ITEM DROP: Hi-Potion				
WEAKNESS: -						
RESISTANCE/ABSORB: - / Earth						

	Tonberry					HUMANOID NO.183 / PG. 82	
LV: 46	HP: 39,393	STR: 119	DEF: 10	MD: -	GIL: 537	EXP: 1,268	
CONTROL: Attack, Special Move			CATCH: YES		RELEASE: Death		
ITEM STEAL: Plumed Hat, Elixir			ITEM DROP: Mirage Vest				
WEAKNESS: -							
RESISTANCE/ABSORB: - / -							

	Tot Aegis						AEVIS NO.161 / PG. 76
	LV: 47	HP: 33,090	STR: 70	DEF: 10	MD: 10	GIL: -	EXP: -
CONTROL: Attack, Breath Wing, Beak			CATCH: YES		RELEASE: Beak		
ITEM STEAL: Aegis Killer, Ether			ITEM DROP: Aegis Killer				
WEAKNESS: -							
RESISTANCE/ABSORB: Earth / Wind							

	Traveler						HUMANOID NO.109 / PG. 62	
LV: 33	HP: 1,400	STR: 40	DEF: -	MD: 5	GIL: 321	EXP: 580		
CONTROL: Attack, Time Slip			CATCH: YES		RELEASE: Time Slip			
ITEM STEAL: Dream Harp			ITEM DROP: Dream Harp					
WEAKNESS: -								
RESISTANCE/ABSORB: Earth / -								

	Treant						NO.074 / PG. 54	
LV: 26	HP: 700	STR: 36	DEF: -	MD: 5	GIL: 225	EXP: 330		
CONTROL: Attack, Berserk			CATCH: YES		RELEASE: Attack (Critical)			
ITEM STEAL: Hi-Potion, Potion			ITEM DROP: Potion					
WEAKNESS: Fire								
RESISTANCE/ABSORB: - / -								


	Triffid					HUMANOID NO.136 / PG. 62	
LV: 37	HP: 2,200	STR: 52	DEF: 5	MD: 5	GIL: 399	EXP: 825	
CONTROL: Attack, Special Move, Berserk			CATCH: YES		RELEASE: Attack (Critical)		
ITEM STEAL: Power Drink, Iron Draft			ITEM DROP: Speed Shake				
WEAKNESS: Fire							
RESISTANCE/ABSORB: - / -							


	Triton	UNDEAD NO.293 / PG. 81				
LV: 37	HP: 13,333	STR: 55	DEF: —	MD: 25	GIL: —	EXP: —
CONTROL: —		CATCH: —		RELEASE: —		
ITEM STEAL: Gold Needle, Elixir		ITEM DROP: Iron Draft				
WEAKNESS: Ice						
RESISTANCE/ABSORB: — / Fire						


	Tunneller	MAGIC BEAST NO.080 / PG. 54				
LV: 27	HP: 1,000	STR: 36	DEF: -	MD: 5	GIL: 237	EXP: 353
CONTROL: Attack, Discord			CATCH: YES		RELEASE: Dischord	
ITEM STEAL: Phoenix Down			ITEM DROP: Ether			
WEAKNESS: -						
RESISTANCE/ABSORB: - / -						

	Twin Lizard	MAGIC BEAST NO.123 / PG. 70				
LV: 33	HP: 1,500	STR: 54	DEF: 10	MD: 5	GIL: 360	EXP: 720
CONTROL: Attack, Special Move		CATCH: YES		RELEASE: Attack (Critical)		
ITEM STEAL: Hi-Potion		ITEM DROP: Potion				
WEAKNESS: Ice						
RESISTANCE/ABSORB: - / -						

	Twintania	MAGIC BEAST NO.306 / PG. 90				
LV: 39	HP: 50,000	STR: 90	DEF: 30	MD: 16	GIL: —	EXP: —
CONTROL: —		CATCH: —		RELEASE: —		
ITEM STEAL: Phoenix Down, Flame Shield		ITEM DROP: Tinklebell				
WEAKNESS: Holy, Water						
RESISTANCE/ABSORB: — / —						

	Tyrannosaur	UNDEAD / DRAGON NO.269 / PG. 56				
LV: 29	HP: 5,000	STR: 45	DEF: 20	MD: 20	GIL: —	EXP: —
CONTROL: —		CATCH: —		RELEASE: —		
ITEM STEAL: Golden Shield		ITEM DROP: Elixir				
WEAKNESS: Fire						
RESISTANCE/ABSORB: Ice / —						

	Undead Husk						UNDEAD NO.014 / PG. 36
	LV: 11	HP: 130	STR: 10	DEF: 1	MD: 5	GIL: 63	EXP: 46
CONTROL: Attack, Break			CATCH: YES		RELEASE: Break		
ITEM STEAL: Potion, Ether			ITEM DROP: Elixir				
WEAKNESS: Lightning, Wind							
RESISTANCE/ABSORB: - / Earth							

	Undergrounder						NO.098 / PG. 69
LV: 24	HP: 1,450	STR: 42	DEF: 5	MD: -	GIL: 291	EXP: 520	
CONTROL: Attack, Earthquake			CATCH: YES		RELEASE: Earthquake		
ITEM STEAL: -			ITEM DROP: Iron Draft				
WEAKNESS: Earth							
RESISTANCE/ABSORB: - / Earth							

	Unknown						UNDEAD	
							NO.168 / PG. 80	
LV: 41		HP: 2,500		STR: 60	DEF: 25	MD: —	GIL: 525	EXP: 1,200
CONTROL: Attack				CATCH: YES			RELEASE: Attack	
ITEM STEAL: Beast Killer				ITEM DROP: —				
WEAKNESS: Holy								
RESISTANCE/ABSORB: — / Poison								


	Unknown						UNDEAD	
							NO.169 / PG. 80	
LV: 47		HP: 3,500	STR: 61	DEF: 40	MD: —	GIL: 519	EXP: 1,080	
CONTROL: Attack, Special Move, Transfusion				CATCH: YES		RELEASE: Critical		
ITEM STEAL: Potion, Hi-Potion				ITEM DROP: Goliath Tonic				
WEAKNESS: Holy, Water								
RESISTANCE/ABSORB: — / Poison								

	Unknown						UNDEAD						
							NO.170 / PG. 80						
LV: 46		HP: 2,500		STR: 62		DEF: 30		MD: -		GIL: 522		EXP: 1,350	
CONTROL: Attack, Digestive Acid, Entangle				CATCH: YES				RELEASE: Digestive Acid					
ITEM STEAL: Potion, Hi-Potion				ITEM DROP: Power Drink									
WEAKNESS: Holy													
RESISTANCE/ABSORB: - / Poison													

	Unknown						UNDEAD	
							No.171 / PG. 80	
LV: 41		HP: 2,500	STR: 60	DEF: 25	MD: —	GIL: 525	EXP: 1,200	
CONTROL: Attack, Slimer, Self-Destruct				CATCH: YES		RELEASE: Slimer		
ITEM STEAL: Potion, Hi-Potion				ITEM DROP: Speed Shake				
WEAKNESS: Holy								
RESISTANCE/ABSORB: — / Poison								

	Unknown					UNDEAD	
						NO.172 / PG. 80	
	LV: 47	HP: 6,500	STR: 67	DEF: 35	MD: —	GIL: 528	EXP: 2,000
CONTROL: Attack, Doom, Bone				CATCH: YES		RELEASE: Doom	
ITEM STEAL: Potion, Hi-Potion				ITEM DROP: Iron Draft			
WEAKNESS: Holy							
RESISTANCE/ABSORB: Earth / Poison							

	Ushabti					NO.145 / PG. 74	
	LV: 38	HP: 1,200	STR: 51	DEF: 35	MD: 6	GIL: 441	EXP: 480
CONTROL: Attack, Special Move			CATCH: YES		RELEASE: Flash		
ITEM STEAL: --			ITEM DROP: Iron Draft				
WEAKNESS: Lightning							
RESISTANCE/ABSORB: -- / --							

	Vilia					HUMANOID NO.199 / PG. 80	
	LV: 27	HP: 19,000	STR: 77	DEF: 40	MD: 30	GIL: 10,000	EXP: -
CONTROL: Attack, Pond's Chorus, Lilliputian Lyric, Comet				CATCH: YES		RELEASE: Almagest	
ITEM STEAL: Maiden's Kiss, Silver Specs				ITEM DROP: Angel Ring			
WEAKNESS: -							
RESISTANCE/ABSORB: - / Holy, Earth, Wind, Water							

	Water Scorpion					NO.198 / PG. 49	
	LV: 26	HP: 500	STR: 59	DEF: 20	MD: —	GIL: 680	EXP: —
CONTROL: Attack, Flee			CATCH: YES		RELEASE: Attack (Critical)		
ITEM STEAL: Potion			ITEM DROP: Potion				
WEAKNESS: Lightning							
RESISTANCE/ABSORB: Water / Water							

	Wave Cannon					NO.320 / PG. 93	
	LV: 97	HP: 22,000	STR: 120	DEF: 20	MD: —	GIL: —	EXP: —
CONTROL: —			CATCH: —		RELEASE: —		
ITEM STEAL: —			ITEM DROP: —				
WEAKNESS: —							
RESISTANCE/ABSORB: —							

	Wendigo						NO.289 / PG. 77	
	LV: 7	HP: 20,000	STR: 65	DEF: 10	MD: 20	GIL: —	EXP: —	
CONTROL: —			CATCH: —			RELEASE: —		
ITEM STEAL: Dark Matter			ITEM DROP: —					
WEAKNESS: —								
RESISTANCE/ABSORB: Earth / Water								

	Weresnake						NO.095 / PG. 57
	LV: 31	HP: 900	STR: 40	DEF: —	MD: 5	GIL: 282	EXP: 490
CONTROL: Attack, Entangle			CATCH: YES		RELEASE: Entangle		
ITEM STEAL: Potion			ITEM DROP: Hi-Potion				
WEAKNESS: Ice							
RESISTANCE/ABSORB: -/-							

	White Flame					NO.208 / PG. 88	
	LV: 49	HP: 1,600	STR: 65	DEF: 50	MD: 35	GIL: 588	EXP: 1,430
CONTROL: Attack, White Wind, Rainbow Wind, Frostbite			CATCH: YES		RELEASE: White Wind		
ITEM STEAL: Eye Drops, Elixir			ITEM DROP: Ether				
WEAKNESS: --							
RESISTANCE/ABSORB: Earth / Holy							

	White Serpent					NO.009 / PG. 34	
	LV: 4	HP: 25	STR: 5	DEF: —	MD: 5	GIL: 24	EXP: 20
CONTROL: Attack, Entangle			CATCH: YES		RELEASE: Entangle		
ITEM STEAL: Potion			ITEM DROP: —				
WEAKNESS: Ice							
RESISTANCE/ABSORB: — / —							


	Wild Nakk				MAGIC BEAST NO.033 / PG. 42
	LV: 15	HP: 95	STR: 20	DEF: —	MD: 10 GIL: 125 EXP: 70
	CONTROL: Attack, Flee		CATCH: YES		RELEASE: Attack (Critical)
	ITEM STEAL: Potion		ITEM DROP: —		
	WEAKNESS: Fire				
RESISTANCE/ABSORB: — / —					

	Wing Raptor				NO.243 / PG.	
	LV: 1	HP: 250	STR: 7	DEF: —	MD: 10	GIL: —
CONTROL: —			CATCH: —		RELEASE: —	
ITEM STEAL: Potion			ITEM DROP: Phoenix Down			
WEAKNESS: —						
RESISTANCE/ABSORB: — / —						

	Wyrm					MAGIC BEAST / DRAGON NO.122 / PG. 67	
	LV: 36	HP: 2,700	STR: 55	DEF: 20	MD: 5	GIL: 357	EXP: 2,200
CONTROL: Attack, Breath Wing, Blaze			CATCH: YES		RELEASE: Breath Wing		
ITEM STEAL: Antidote			ITEM DROP: Dragon Fang				
WEAKNESS: -							
RESISTANCE/ABSORB: - / -							

	Wyvern					NO.028 / PG.	
	LV: 14	HP: 200	STR: 17	DEF: —	MD: 5	GIL: 90	EXP: 160
CONTROL: —		CATCH: —			RELEASE: —		
ITEM STEAL: Mythril Knife		ITEM DROP: Potion					
WEAKNESS: —							
RESISTANCE/ABSORB: — / —							

	Yellow Dragon					DRAGON NO.134 / PG. 70
	LV: 38	HP: 8,500	STR: 65	DEF: 10	MD: 5	GIL: 500 EXP: 2,600
CONTROL: Attack, Lightning, Hurricane, Earthquake		CATCH: YES		RELEASE: Lightning		
ITEM STEAL: Thunder Rod, Ether		ITEM DROP: Coral Ring				
WEAKNESS: —						
RESISTANCE/ABSORB: — / Lightning						

	Yojimbo						HUMANOID NO.219 / PG. 90
	LV: 52	HP: 3,960	STR: 109	DEF: 5	MD: —	GIL: 645	EXP: 2,000
CONTROL: Attack, Special Move			CATCH: YES		RELEASE: Reaper's Sword		
ITEM STEAL: Cottage, Murakumo			ITEM DROP: Power Sash				
WEAKNESS: —							
RESISTANCE/ABSORB: — / —							

	Zombie Dragon	UNDEAD / DRAGON NO.104 / PG. 58				
LV: 24	HP: 4,590	STR: 46	DEF: 10	MD: 5	GIL: 500	EXP: 1,650
CONTROL: Attack, Poison Breath		CATCH: YES		RELEASE: Poison Breath		
ITEM STEAL: Dark Matter		ITEM DROP: Dragon Fang				
WEAKNESS: Fire						
RESISTANCE/ABSORB: - / -						

	Zephyrus					MAGIC BEAST / HUMANOID NO.147 / PG. 74	
	LV: 53	HP: 3,780	STR: 55	DEF: 25	MD: 30	GIL: 500	EXP: 2,000
CONTROL: Attack, Banish, Curaga, Protect			CATCH: YES		RELEASE: Banish		
ITEM STEAL: Potion, Elixir			ITEM DROP: Elixir				
WEAKNESS: -							
RESISTANCE/ABSORB: - / -							

	Zu						— NO.032 / PG. 42
LV: 15	HP: 850	STR: 22	DEF: —	MD: 5	GIL: 150	EXP: 360	
CONTROL: Attack, Breath Wing			CATCH: YES		RELEASE: Breath Wing		
ITEM STEAL: Elixir			ITEM DROP: Elixir				
WEAKNESS: —							
RESISTANCE/ABSORB: Earth / —							

	Ziggurat Gigas	HUMANOID NO.112 / PG. 62				
LV: 34	HP: 2,420	STR: 49	DEF: 20	MD: 10	GIL: 330	EXP: 1,200
CONTROL: Attack, Attack, Attack (Critical), Attack			CATCH: YES		RELEASE: Hurricane	
ITEM STEAL: Partisan			ITEM DROP: Goliath Tonic			
WEAKNESS: —						
RESISTANCE/ABSORB: Earth / Wind						

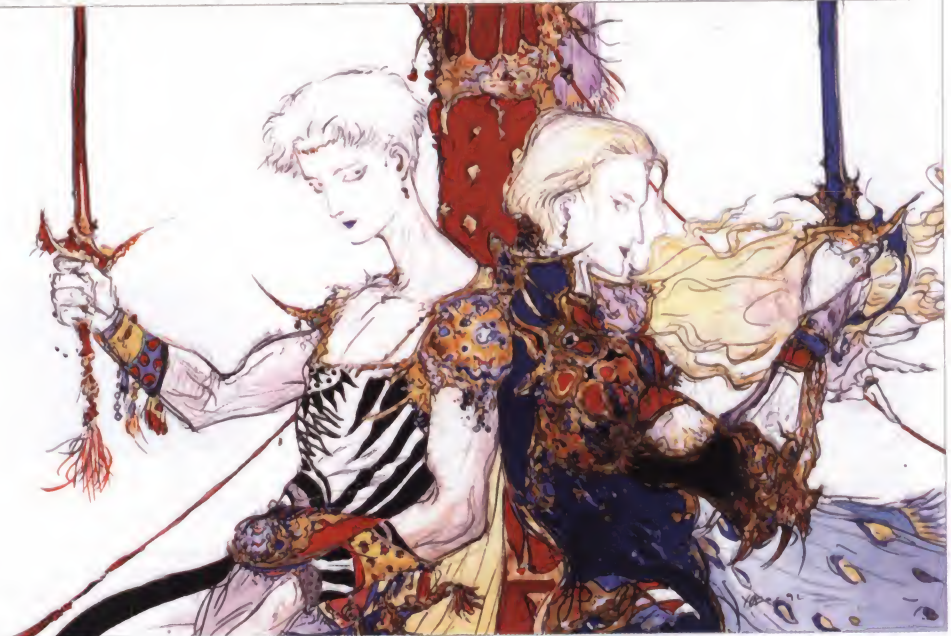
Enemy Attacks

The following table lists all enemy attacks. Your party members cannot learn any of these attacks.

ENEMY ATTACK								
NAME	MP	TARGET	AREA	REFLECT	ATTRIBUTE	EFFECT	MONSTER	
100 Gs	10	Enemies	All	—	—	Removes Float	Catastrophe	
Aging Missile	—	Enemies	One	★	—	Damage equal to 50% of maximum HP; inflicts Aging	Launcher	
Almagest	50	Enemies	All	★	Holy	Inflicts Sap	Vilia	
Atomic Ray	—	Enemies	All	—	Fire	Attacks all enemies	Red Dragon	
Attack	—	Party or Enemies	One	★	—	Attacks one enemy	All monsters	
Barrier Change	—	Self	One	★	—	Changes monster's weak point	Melusine	
Beak	—	Party or Enemies	One	★	—	Inflicts Petrify	Cockatrice	
Blaster	10	Party or Enemies	One	—	—	Inflicts Paralyze or KO'd	Bandercœur	
Blaze	—	Enemies	All	★	Fire	Damage equal to 25% of maximum HP; inflicts Sap	Magic Dragon	
Bone	—	Party or Enemies	One	★	—	Lowers HP to a very low amount	Bone Dragon	
Breath Wing	—	Enemies	All	★	Wind	Damage equal to 25% of maximum HP; inflicts Sap	Wyvern	
Dancehall Daze	—	Party or Enemies	One	★	—	Inflicts Sleep	Shadow Dancer	
Danse Macabre	—	Enemies	One	★	—	Inflicts Zombie	Sword Dancer	
Delta Attack	30	Party or Enemies	All or One	—	—	Inflicts Petrify	Mover	
Digestive Acid	—	Party or Enemies	One	★	—	Inflicts Sap	Mandrake	
Dischord	—	Party or Enemies	All or One	★	—	Halves level	Tunneller	
Earth Shaker	—	Enemies	All	★	Earth	Attacks all enemies	Iron Muscles	
Earthquake	—	Enemies	All	★	Earth	Attacks all enemies	Undergrounder	
Electrocute	—	Party or Enemies	One	—	Lightning	Attacks with Lightning	Thunder Anemone	
Embrace	—	Party or Enemies	One	★	—	Cures HP fully, but inflicts Petrify	Lemure	
Encircle	5	Enemies	One	★	—	Eliminates one enemy from battle	Druid	
Entangle	—	Party or Enemies	One	★	—	Inflicts Paralyze	White Serpent	
Entice	—	Party or Enemies	All or One	★	—	Causes Confuse	Lamia	
Evil Eye	—	Party or Enemies	One	★	—	Inflicts Petrify	Orukat	
Flee	—	Self	One	★	—	Escape from battle	Kornago	
Frost	—	Enemies	All	★	Ice	Attacks all enemies; inflicts Sap	Blue Dragon	
Frostbite	—	Enemies	All	—	Ice	Attacks all enemies	Mini Dragon	
Gamma Ray	—	Party or Enemies	All or One	—	—	Inflicts Stop	Magnetite	
Giga Flare	—	Enemies	All	★	—	Attacks all enemies	Twintania	

ENEMY ATTACK (CONT.)

NAME	MP	TARGET	AREA	REFLECT	ATTRIBUTE	EFFECT	MONSTER
Grand Cross	—	Enemies	All	★	—	Inflicts many harmful status conditions	?
HP Recovery	—	Party or Enemies	All or One	★	—	Cures HP	Magic Pot
Hurricane	—	Party or Enemies	One	★	—	Lowers HP to a very small amount	Elm Gigas
Ice Storm	—	Enemies	All	★	Ice	Attacks all enemies	Blue Dragon
Image	—	Party	One	★	—	Increases evasion rate	Ninja
Interceptor	—	Party or Enemies	All or One	★	—	Intercepts a Jump attack	Mecha Head
Jump	—	Party or Enemies	One	★	—	Attacks an enemy	Gobbledygook
Lightning	—	Enemies	All	★	Lightning	Damage equal to 25% of HP; inflicts Sap	Yellow Dragon
Maelstrom	—	Enemies	All	★	—	Lowers HP to a very small amount	Land Crawler
Magnet	—	Enemies	All or One	★	—	Forces a back-row enemy to the front row	Magnetite
Mega Flare	—	Enemies	All	—	—	Attacks all enemies	Bahamut
Mustard Bomb	—	Party or Enemies	One	★	—	Inflicts Sap	Little Chariot
Needle	—	Party or Enemies	One	★	—	Inflicts Dark or Silence	Killer Bee
Panacea	—	Party or Enemies	All or One	★	—	Cures all negative status conditions	Apanda
Paraclete	—	Party or Enemies	One	★	—	Revives one KO'd ally or inflicts Zombie	Fairy Orc
Poison Breath	—	Enemies	All	★	Poison	Inflicts Poison	Zombie Dragon
Possess	—	Enemies	One	★	—	Eliminates one enemy from battle	Unknown
Punishment	—	Party or Enemies	All or One	★	—	KO's enemy with one blow	Soul Cannon
Quicksand	—	Enemies	All	★	Earth	Inflicts Sap	Sandworm
Rainbow Wind	—	Party or Enemies	All or One	★	—	Inflicts Dark, Silence, and Sap	Galajelly
Reaper's Sword	—	Party or Enemies	One	★	—	KO's enemy with one blow	Exdeath's Soul
Reverse Polarity	—	Enemies	All	★	—	Forces a back-row enemy to the front row	Parthenope
Ribbit	5	Party or Enemies	One	★	—	Inflicts Toad/Removes Toad	Halicarnassus
Rocket Punch	—	Party or Enemies	One	★	—	Inflicts Confuse	Steel Fist
Search	—	Party or Enemies	All or One	—	—	Searches out target for the next attack	Omega
Slimer	—	Party or Enemies	All or One	★	—	Inflicts Slow and Sap/Removes Haste	Rock Slug
Special Move	—	Party or Enemies	One	★	—	Attacks enemies using additional effects	All monsters
Spore	—	Party or Enemies	All or One	★	—	Inflicts Poison	Sandboil
Tail Screw	—	Enemies	One	★	—	Lowers HP to a very small amount	Karlabos
Tidal Wave	—	Enemies	All	★	Water	Attacks all enemies	Leviathan
Vanish	—	Self	One	★	—	Causes Vanish	Objet d'Art
Wave Cannon	—	Enemies	All	★	—	Damage equal to 50% of maximum HP; inflicts Sap	Omega
Web	—	Party or Enemies	All or One	★	—	Inflicts Slow/Removes Haste	Tarantula
White Hole	99	Party or Enemies	One	★	—	KO's enemy and inflicts Petrify	?
Wind Slash	—	Enemies	All	★	Wind	Attacks all enemies	Byblos
Wormhole	—	Party or Enemies	All or One	★	—	Eliminates one enemy from battle	Atomos
Zantetsuken	—	Party or Enemies	All	★	Lightning	Slashes enemies with Lightning power	Odin
Zombie Breath	—	Enemies	All	★	—	KO's enemy and inflicts Zombie	Shield Dragon
Zombie Powder	—	Enemies	One	★	—	Inflicts Zombie	Necromancer



Tricks and Tactics



he expansive world of FINAL FANTASY V Advance is filled with secrets. It's easy to play through the main quest without experiencing some of the game's most beneficial features. And with the hard-as-nails

extra bosses and a dungeon that's exclusive to the Game Boy Advance version of the game, you'll need all the help you can get if you hope to see everything. On this page we explore the deepest, darkest corners of the game.

Turn Back Time

One tactic for stocking up on items is to steal an item from an enemy, then cast the Time-magic spell Return to start the battle over. Repeat the sequence as many times as you'd like.



Learning Got You Blue?

Learning Blue magic can be a frustrating task when you don't know what spells are Blue-magic spells, or what enemies cast them. Consult the chart below to complete your Blue-magic collection.



Sometimes an enemy refuses to attack your Blue Mage, but continuously attacks everyone else in your party. Have an ally with the Control ability take control of the beast, then force it to attack the Blue Mage so he can learn its spell.

BLUE MAGIC	MONSTER	LOCATION IN THE MERGED WORLD
???	Gel Fish	Sea
1000 Needles	Mykale	Outside of Crescent
Aera	Page 32	Library of the Ancients
Aero	Mykale	Outside of Crescent
Aeroga	Elm Gigas	Outside of Karnak
Aqua Breath	Aquagel	Istory Falls
Dark Spark	Shadow	Outside of Carwen
Death Claw	Objet d'Art	Castle of Bal
Doom	The Damned	Pyramid
Flame Thrower	Great Dragon	Interdimensional Rift
Flash	Ushabti	Pyramid
Goblin Punch	Goblin	Outside of Tycoon
Level 2 Old	Executor	Island Shrine
Level 3 Flare	Executor	Island Shrine
Level 4 Graviga	Executor	Island Shrine
Level 5 Death	Page 64	Library of the Ancients
Lilliputian Lyric	Mykale	Outside of Crescent
Magic Hammer	Drippy	Drakenvale
Mighty Guard	Stingray	Lake near Carwen
Mind Blast	Mindflayer	Interdimensional Rift
Missile	Motor Trap	Fire-Powered Ship
Moon Flute	Mykale	Outside of Crescent
Off-Guard	Page 256	Library of the Ancients
Pond's Chorus	Lemure	Phoenix Tower
Roulette	Parthenope	Phoenix Tower
Self-Destruct	Motor Trap	Fire-Powered Ship
Time Slip	Cherie	Phoenix Tower
Transfusion	Unknown	Great Sea Trench
Vampire	Shadow	Outside of Carwen
White Wind	White Flame	Interdimensional Rift

Elemental Weapons

Using magic to fight enemies that have strong elemental tendencies is one thing, but how can your non-magic-using party members combat such foes? The lists below display weapons that are infused with a particular element.

FIRE

Chaos Orb
Flame Rod
Magus Rod

ICE

Chaos Orb
Frost Rod
Magus Rod

LIGHTNING

Chaos Orb
Magus Rod
Thunder Rod

HOLY

Chaos Orb
Sage's Staff

WIND

Air Knife
Chaos Orb
Magus Rod
Wind Slash

EARTH

Chaos Orb
Gaia Gear
Gaia Hammer
Magus Rod

POISON

Chaos Orb
Magus Rod
Poison Rod

Necromancer's Dark Arts

A character using the Necromancer job class can learn a Dark Arts spell by defeating an enemy that knows the spell. But it's hard to know which enemies have which spells. The chart below will solve that problem.

DARK ARTS	MONSTER (LOCATION)
Chaos Drive	Mini Satana (The Sealed Temple)
Curse	Ironclad (The Sealed Temple)
Dark Flare	Tonberry (Istory Falls); Exdeath's Soul (Kuza, the Sealed Castle)
Dark Haze	Exoray (The Sealed Temple); Lemure (Phoenix Tower)
Deep Freeze	Dark Elemental and Assassin (The Sealed Temple)
Doomsday	Hades (The Sealed Temple)
Drain Touch	Mindflayer (Interdimensional Rift); The Damned (Pyramid)
Evil Mist	Unknown (Great Sea Trench); Dragon Zombie (Drakenvale)
Hellwind	Objet d'Art (Castle of Bal); Stingray (Sea)
Meltdown	Liquid Flame (Phoenix Tower); Claret Dragon (The Sealed Temple)

Leveling-Up Tips

Leveling up characters can be a chore, especially when you're attempting to earn Ability Points to master jobs. Don't just wander aimlessly around the overworld map—seek out enemies that are quick to defeat, and will yield plentiful Experience Points and Ability Points. The chart below shows four great leveling-up locations.



Cast Level 5 Death (or use Gold Needles) to take out the Objet d'Arts in the basement of the Castle of Bal. Defeating two enemies will give you four Ability Points, and beating five enemies will yield eight Ability Points.

LOCATION	HOW TO BATTLE (REWARDS)
Island near Crescent	Defeat five Black Flames with Lightning Scroll (3 ABP); control Prototype and let it Self-Destruct (4 ABP)
Basement of Castle of Bal	Defeat Objet d'Art with Level 5 Death (4-8 ABP)
Kuza, the Sealed Castle	Control Shield Dragon and defeat it with Blaze (2,500 EXP)
Interdimensional Rift	Defeat an Iron Giant with the Odin Summon (2,500 EXP)

Explore the Worlds



our quest to protect the crystals will span three worlds. Though world three—the merged world—contains many locations from the first two worlds, each world's map is

unique. As you travel across each of these vast expanses, use the following maps to plot your course and keep track of where you've been.

World One



1 Tycoon Meteorite

2 Passage to Pirates' Hideout/
Pirates' Hideout

3 Wind Shrine

4 Tule

5 Torna Canal

6 Ship Graveyard

7 Carwen

8 North Mountain

9 Walse

10 Castle Walse

11 Tower of Walse

12 Castle Tycoon

13 Karnak

14 Fire-Powered Ship

15 Karnak Castle

16 Library of the Ancients

17 Jachol

18 Jachol Cave

19 Crescent

20 Istory

21 Lix

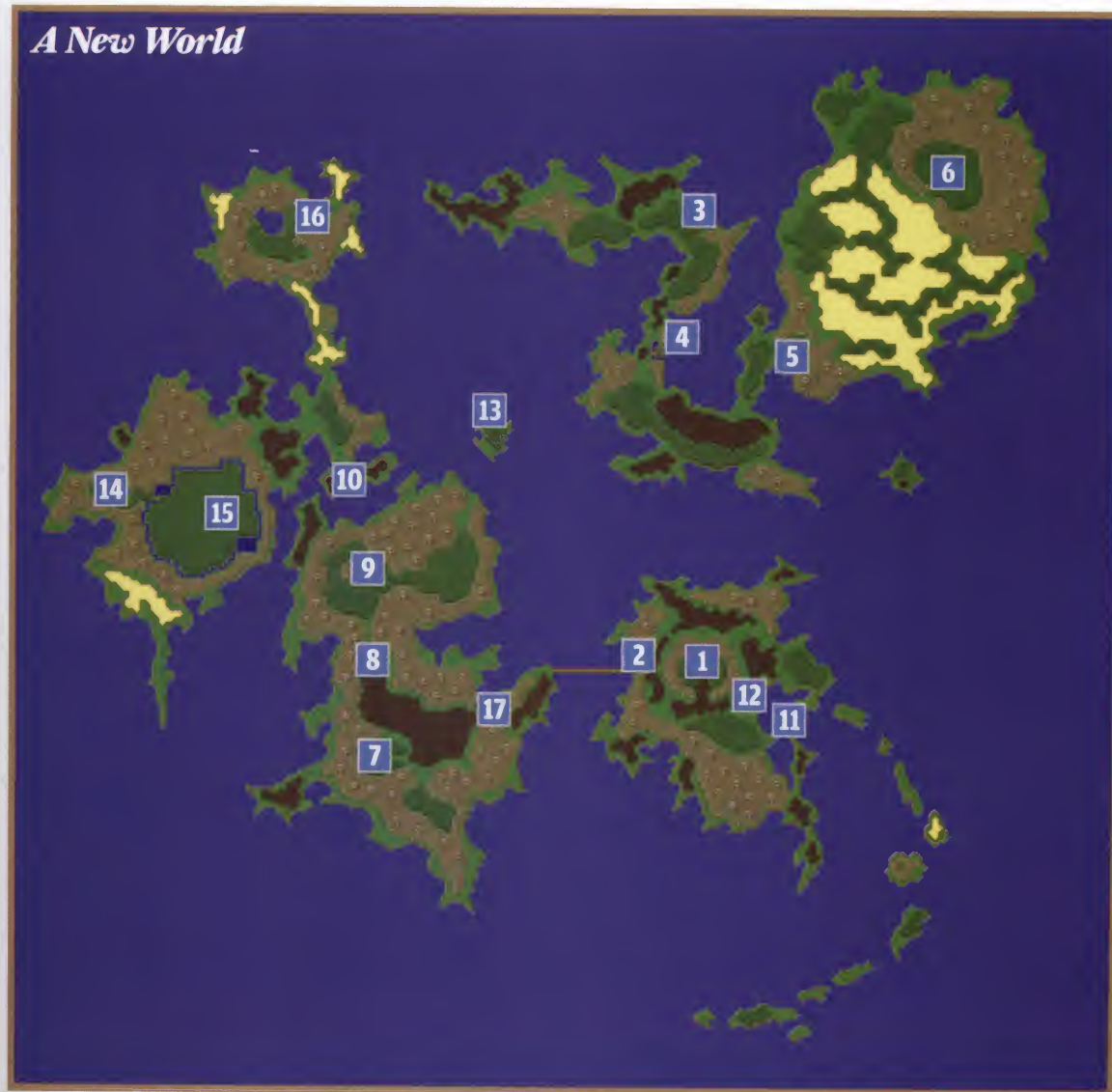
22 Gohn, the Town of Ruin

23 Desert of Shifting Sands

24 Catapult

25 Ronka Ruins

A New World



- 1 Castle Exdeath
- 2 Big Bridge
- 3 Regole
- 4 Kuza, the Sealed Castle
- 5 Moogle Forest
- 6 Moogle Village
- 7 Castle of Bal

- 8 Quelb
- 9 Drakenvale
- 10 Surgate Castle
- 11 Xezat's Fleet
- 12 Barrier Tower
- 13 Ghido's Cave
- 14 Forest of Moore

- 15 The Great Forest of Moore
- 16 Northern Lake
- 17 Gil Cave

- 1 Py
- 2 Isl
- 3 For
- 4 Gre
- 5 Ist
- 6 Ph
- 7 Ph

The Merged World



- 1 Pyramid of Moore
- 2 Island Shrine
- 3 Fork Tower
- 4 Great Sea Trench
- 5 Istory Falls
- 6 Phantom Village
- 7 Phoenix Tower

- 8 Interdimensional Rift
- 9 The "???" Cave/
Sealed Temple



Recommended Route



Although the story is fairly linear, you can visit many of the game's locations at your leisure. However, you'll likely get pummeled if you wind up in a difficult area before your party's ready for it. The following chart maps out a

recommended order of stops, complete with locations (called off from the map on the other side of this fold-out), event descriptions, corresponding page numbers, job collections, and boss battles. Follow this route to experience everything the game has to offer while making the most of your time.

World One

pages 32-53

You'll begin the game as Bartz. Your first order of business is to head to the site of a fallen meteorite near Castle Tycoon.

1 Tycoon Meteorite page 32

▼ Proceed to Tycoon Meteorite; Lenna and Galuf join your party.

2 Passage to Pirates' Hideout page 33

▼ Proceed to the Pirates' Hideout.

2 Pirates' Hideout page 33

▼ Faris joins your party; pirates' ship becomes available.

3 Wind Shrine page 34

▼ Learn about King Tycoon.

BOSS: Wing Raptor

NEW JOBS: Knight, Monk, Thief, White Mage, Black Mage, Blue Mage

4 Tule page 35

▼ Learn about Torna Canal and Walse; get the Canal Key from Zok.

5 Torna Canal page 35

▼ Open the gate with the Canal Key.

BOSS: Karlabos

6 Ship Graveyard page 36

▼ Leave the pirate ship; get the World Map.

BOSS: Siren

7 Carwen page 37

▼ Learn about Walse and North Mountain.

8 North Mountain page 37

▼ Meet the Wind Drake on the summit; fly to Walse.

BOSSSES: Magissa, Forza

9 Walse page 38

▼ Learn about Garula and the Water Crystal.

10 Castle Walse page 38

▼ Meet King Walse; find Shiva and defeat it to earn a new Summon; proceed to the Tower of Walse.

BOSS: Shiva

11 Tower of Walse page 40

▼ Locate the Water Crystal.

BOSS: Garula

NEW JOBS: Berserker, Mystic Knight, Time Mage, Summoner, Red Mage

12 Castle Tycoon page 41

▼ Talk to the chancellor.

13 Karnak page 41

▼ Buy an item—you'll be captured; meet Cid in the prison inside Karnak Castle.

14 Fire-Powered Ship page 42

▼ Go below deck.

BOSS: Liquid Flame

15 Karnak Castle page 44

▼ Escape from the castle in 10 minutes or less.

Bosses: Iron Claw, Cur Nakk, Sergeant

NEW JOBS: Ninja, Beastmaster, Geomancer

16 Library of the Ancients page 46

▼ Find Mid.

BOSSSES: Ifrit, Byblos

13 Karnak page 41

▼ Talk to Cid in the pub; commandeer the fire-powered ship.

16 Library of the Ancients page 46

▼ Learn about Jachol.

17 Jachol page 47

▼ Learn about Jachol Cave.

18 Jachol Cave page 48

▼ Collect the treasures within the cave.

19 Crescent page 48

▼ Learn about the Black Chocobo, then catch it in the Chocobo Forest.

NEW JOBS: Bard, Ranger

20 Istory page 49

▼ Defeat Ramuh to earn a new Summon.

BOSS: Ramuh

21 Lix page 49
▼ Learn the "Alluring Air" song.

16 Library of the Ancients page 46
▼ Learn about King Tycoon from Cid and Mid.

23 Desert of Shifting Sands page 50
▼ Defeat the Sandworm; cross the desert.
BOSS: Sandworm

22 Gohn, the Town of Ruin page 50
▼ Locate and confront King Tycoon.

24 Catapult page 51
▼ Defeat Cray Claw; commandeer the airship.
BOSS: Cray Claw

22 Gohn, the Town of Ruin page 50
▼ Behold as Ronka Ruins rises into the air.

24 Catapult page 51
▼ Learn about Adamantite.

1 Tycoon Meteorite page 32
▼ Obtain the Adamantite.
BOSS: Adamantoise

24 Catapult page 51
▼ Return to Cid and Mid for an airship upgrade.

25 Ronka Ruins page 52
▼ Defeat the bosses; Galuf leaves your party.
BOSSES: Soul Cannon, Launcher, Archeoaevis
NEW JOBS: Samurai, Dragoon, Chemist, Dancer

24 Catapult page 51
▼ Read the letter on the table from Cid and Mid.

1 Tycoon Meteorite page 32
▼ Learn about world two; visit the meteorites in Karnak and Walse (see page 53).
BOSSES: Titan, Purobolos, Manticore

A New World

pages 54-73

You'll land on a small island. Pitch a tent, then fight the Abductor and lose—before you know it, you'll be in a prison within Castle Exdeath.

1 Castle Exdeath page 54
▼ Galuf aids you and then rejoins your party.
BOSSES: Abductor, Gilgamesh

2 Big Bridge page 54
▼ Go across the bridge and proceed to Regole.
BOSS: Gilgamesh

3 Regole page 55
▼ Purchase new equipment and magic.

4 Kuza, the Sealed Castle page 55
▼ Pass the Sealed Castle. (The castle will be directly in your path, but do not stop—it's too dangerous. You'll visit the Sealed Castle later on your journey.)

5 Underground Waterway page 56
▼ Locate the Moogles Forest; follow the Moogle underground; protect the Moogle from Tyrannosaur.
BOSS: Tyrannosaur

6 Moogle Village page 56
▼ Krile and her Wind Drake come to your party's aid.

7 Castle of Bal page 57
▼ Learn about Krile's sick Wind Drake; leave the castle.

8 Quelb page 58
▼ Visit Kelger, who opens the path to Drakenvale.

9 Drakenvale page 58
▼ Defeat the Dragon Pod; bring Dragon Grass to the Castle of Bal.
BOSSES: Dragon Flower, Dragon Pod

7 Castle of Bal page 57
▼ Learn about Ghido's Cave.

10 Surgate Castle page 60
▼ Learn about Xezat.

11 Xezat's Fleet page 61
▼ Meet Xezat; defeat Gilgamesh and Enkidu; leave with Xezat by submarine.
BOSSES: Gilgamesh, Enkidu

12 Barrier Tower page 62
▼ Reach the top of the tower; escape from the tower.
BOSS: Atomos

13 Ghido's Cave page 65
▼ Meet Ghido and receive the Guardian Branch.

14 Moore page 66
▼ Learn about the Great Forest of Moore.

15 Great Forest of Moore page 67
▼ Use the Guardian Branch to enter the forest; enter the Guardian Tree; Krile joins your party.
BOSS: Guardian

16 Northern Lake page 69
▼ Defeat Catoblepas to learn its Summon.
BOSS: Catoblepas

17 Gil Cave page 69

- ▼ If your party is capable, stop here to fight tough enemies and earn gil (not required).

BOSS: Gil Turtle

1 Castle Exdeath page 70

- ▼ Proceed to the top of the castle and defeat Exdeath.

BOSSES: Carbuncle, Gilgamesh, Exdeath

***The Merged World* pages 74-93**

You'll begin World Three in Castle Tycoon. Head west to find Boko near the cave. Defeat the Antlion, and Faris will rejoin your party. Proceed to Ghido's Cave.

13 Ghido's Cave page 65

- ▼ Meet Ghido; go to the Library of the Ancients.

16 Library of the Ancients page 46

- ▼ Get the Sealed Tome; learn the song "Mana's Paean" on the roof; proceed to the Pyramid of Moore.

1 Pyramid of Moore page 74

- ▼ Find the first tablet; Defeat Melusine inside the Guardian Tree; Lenna rejoins your party.

BOSS: Melusine

4 Kuza, the Sealed Castle page 55

- ▼ Trade the first tablet for three legendary weapons.

6 The Phantom Village page 84

- ▼ Visit Crescent to learn about the Phantom Village; buy rare weapons and magic; ride around the world on Boko to get the Mirage Vest; visit Istory Falls and get the Magic Lamp; the Black Chocobo becomes available to ride.

19 Crescent page 48

- ▼ Learn the song "Sinewy Etude" at the bard's house; become piano master and learn "Hero's Rime."

14 Moore page 66

- ▼ Find the secret path through the shed to get either the Chicken Knife or the Brave Blade.

3 Regole page 55

- ▼ Receive a Ribbon from the girl in the armor shop.

2 Island Shrine page 76

- ▼ Find the second tablet; head to Fork Tower.

BOSS: Wendigo

2 Pirates' Hideout page 33

- ▼ Meet Syladra and learn its Summon.

18 Jachol Cave page 48

- ▼ Climb the vine to reach the basement of the Castle of Bal; defeat Odin to learn its Summon.

BOSS: Odin

3 Fork Tower page 78

- ▼ Defeat the boss to learn White-magic spell Holy and Black-magic spell Flare.

BOSSES: Minotaur, Omniscient

11 Tower of Walse page 40

- ▼ Enter the sunken tower to learn a new job.

BOSS: Famed Mimic Gogo

NEW JOB: Mime

4 Great Sea Trench page 80

- ▼ Find the third tablet; defeat the boss and learn Time-magic spell Meteor.

BOSSES: Triton, Nereid, Phobos

4 Kuza, the Sealed Castle page 55

- ▼ Trade the remaining tablets for legendary weapons.

7 Phoenix Tower page 86

- ▼ Obtain the Phoenix Summon from Hiryu; head to North Mountain to fight Bahamut and earn its Summon.

BOSS: Bahamut

9 The "???" Cave page 88

- ▼ Collect three new jobs.

NEW JOBS: Oracle, Cannoneer, Gladiator

8 Interdimensional Rift page 88

- ▼ Fight your way to the final boss.

BOSSES: Calofisteri, Apanda, Azulmagia, Catastrophe, Halicarnassus, Twintania, Omega, Shinryu, Necrophobe, Exdeath, Neo Exdeath

9 Sealed Temple page 93

- ▼ After completing the game, visit the "???" cave again. You can now access the Sealed Temple and the dungeons beneath it.

9 Secret Dungeons page 93

- ▼ Master a series of difficult dungeons beneath the Sealed Temple, and defeat Enuo to unlock the Cloister of the Dead.

BOSSES: Gil Turtle, Grand Aevis, Omega Mk.II, Neo Shinryu, Archeodemon, Guardian, Enuo

NEW JOB: Necromancer

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